TAKE YOUR GAME FURTHER

BRADYGAMES®

SIGNATURE SERIES

PRINCE OF PERSIA

THE SANDS OF TIME™

Official Strategy Guide

By Doug Walsh

This game has received the following rating from the ESRB:

T TEEN ESRB

Blood
Violence
Suggestive Themes

Covers PlayStation® 2, Nintendo GameCube™, XBOX™, and PC CD-Rom

UBISOFT

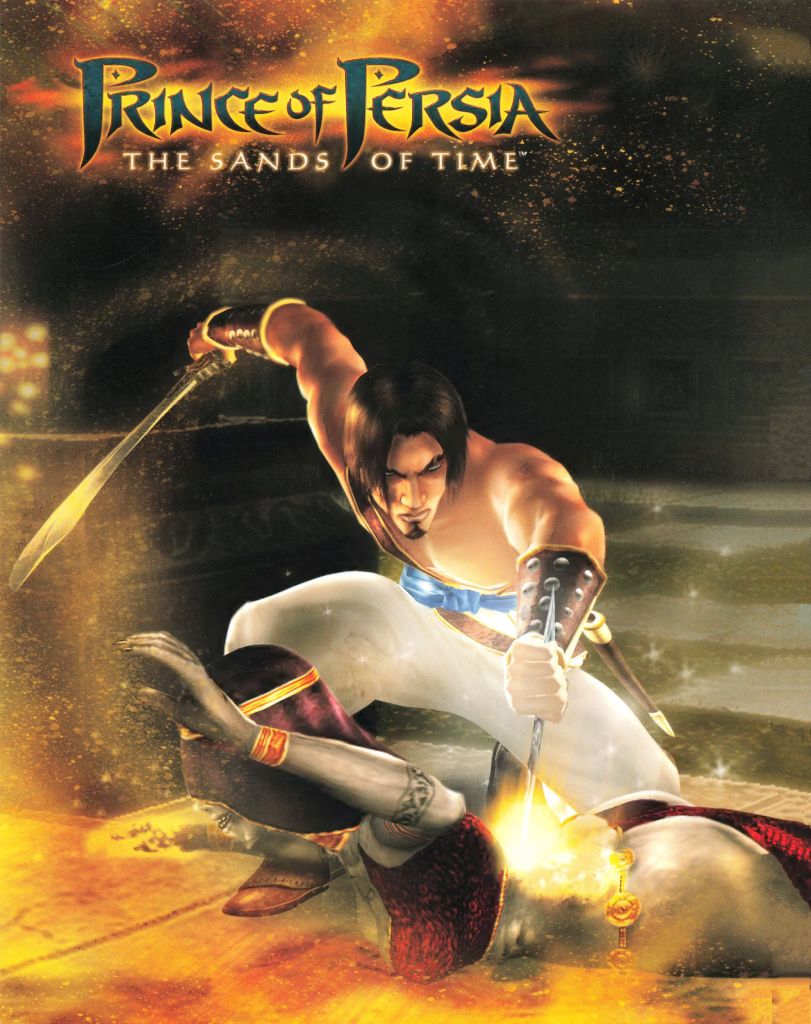

PRINCE OF PERSIA
THE SANDS OF TIME™

Table of Contents

INTRODUCTION 2

ADVENTURER'S BASICS 4
Controls 5
Sand and Water 6
Princely Acrobatics 9
Combat Skills 12

CREATURES OF THE SAND 17

AN EPIC TALE 21
The Maharajah's Treasure Vaults 21
You Have Unleashed the Sands of Time 29
A Secret Passage 33
The Palace's Defense System 38
A Booby Trapped Courtyard 41
I'll Try to Find a Way In 48
Climbing the Tower Warehouse 52
The Sultan's Zoo 58
Cliffs and Waterfalls 63
The Baths 66
Daybreak at the Mess Hall 76
The Tower Platform 84
We'll Meet Again Later 88
The Underground Caverns 95
The Palace Reservoir 100
Inside the Sultan's Harem 104
The Hall of Learning 108
Observatory 115
Courtyards and Ramparts 118
Descent Into Prison 121
Finally at the Hourglass 128
Trapped in a Tomb 132
Farah Come Back! 134
Climbing the Tower of Dawn 136
The Vizier 143

THE HISTORY OF THE PERSIAN PRINCE 144

THE SANDS OF TIME REVEALED 147

INTRODUCTION

When one speaks of legends, the tales they tell are often filled with adventure, intrigue, and romance. They oftentimes take place in an exotic, faraway land during a time that has long since been forgotten. Memorable legends are inspirational and full of hope while simultaneously being wholly unbelievable. *Prince of Persia: The Sands of Time* is one such legend and while many of the events that occur may seem difficult to fathom, the young Prince trapped at the center of the ensuing madness will work hard to prove otherwise.

Prince of Persia: The Sands of Time takes place in medieval Persia on the scorched sands of India's impressive deserts. A young Prince, traveling with his father and an accompanying entourage, together raid the Maharajah's famed treasure vaults in hopes of bringing gifts to the Sultan of Azad. During the raid, the Prince discovers a magical Dagger and soon finds himself drawn to its inner powers. Unfortunately, the traitorous Vizier who helped orchestrate the siege, also had his eye on the Dagger. The Vizier proceeds to trick the Prince into unlocking the Sands of Time, thereby unleashing a ferocious plague that quickly spreads across the kingdom, transforming all living objects to sand.

The very Dagger at the root of this chaos is the sole item capable of harvesting the Sands of Time, possibly restoring the calm that preceded its arrival. Fortunately, he will not be alone on his quest to expel the curse that has swept the palace. A mysterious, yet seductive, princess named Farah has also been spared the fate of the other humans and is willing to assist the Prince in both battle and exploration. The Prince and Farah must work together before the palace, and the very foundation of time itself, are lost forever to the sand.

ATHLETIC BEYOND COMPARE

Longtime fans of the *Prince of Persia* series already know that the Prince has an ace up his sleeve in the form of incredible athletic ability. The Prince may not be extremely tall or overly strong, but what he lacks in stature, he makes up for with his gravity-defying agility and speed. In addition to being a capable swordsman, the Prince is blessed with the ability to run on walls, vault over enemies, and perform a myriad of gymnastic maneuvers.

Ever since the first game arrived in 1989, the *Prince of Persia* series has been setting the standard in fluid, acrobatic animations. This excellence in animation is one of the major reasons why *Prince of Persia*, *Prince of Persia 2: The Shadow and the Flame* (1993), and *Prince of Persia 3D* (1999) have continuously achieved both critical and retail success.

It's important to note that the Prince's uncanny athleticism isn't just for show. Going hand-in-hand with the brilliant animation is an abundance of impressively designed areas to explore. One series tradition that has been successfully implemented in *Prince of Persia: The Sands of Time* is the feeling that every room is a puzzle unto itself. Rather than searching for keys to unlock an exit, the Prince must instead study the room's architecture to decipher the path that will enable him to continue his quest. This may entail carefully shimmying along a ledge, running across a wall, or leaping across a chasm in the floor. More often than not, however, it will require a combination of all three abilities as well as many others.

Whether or not the Prince ever fully convinces his listeners of the truthful nature of his story is not important. His experiences are the stuff of legend and legends only require one to remember, not necessarily to believe. This is one legend who won't soon be forgotten…

The Adventurer's Basics

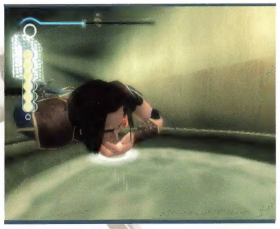
CONTROLS

CONSOLE FRIENDLY

Each of the main buttons used in the game are referred to by their main function in this strategy guide. For example, instead of specifying the PS2's X Button, the Gamecube's A Button, and the XBox's A Button when instructing the player to jump or somersault, the term Action Button is used instead.

BUTTON NAME	GC	PS2	XBOX	Description
Move	LT	LT	LT	Direct the Prince in any direction. Press hard to make him run, softly to make him walk. Also used for directing attacks when fighting multiple enemies.
Camera	C	RT	RT	Use to manipulate the camera.
Action Button	A		A	Press to jump or somersault.
Attack Button	B		X	Press to make the Prince draw his sword and attack.
Dagger Button	Y		Y	Use the Dagger of Time to retrieve sand or to stab an enemy.
Cancel Button	X		B	Will make the Prince drop from ledges when hanging and will also make him put away his weapons.
Special Action Button	R	R1	R	Use to run on walls, to push blocks, to swing on bars or ropes, and to drink water. Also used for blocking during combat and in performing a key Power Attack.
Sands of Time Button	L	L1	L	Press to consume sand and rewind up to 10 seconds worth of time. Tap the button to slow down time. Also used in Power Attacks.
Look Button		R2		Switch to first-person camera view. This enables the Prince to look around in all directions.
Landscape Button	L	L1		Press to get a zoomed-out view of the terrain from a fixed point of view.
Pause				Pause the game and bring up the Pause Menu screen.

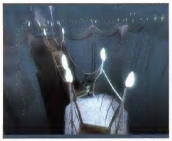
SAND AND WATER

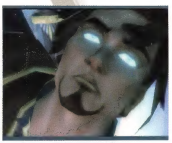


In the desert, sand is everywhere and water is scarce. This relationship holds true inside the Palace of Azad, only the Sands of Time are far from being just harmless grains of quartz. The Sands of Time are magic and can actually prove to be a killer. Whereas water is the lifeblood of the living, the Sands of Time seek nothing but destruction and death. Because of the wrath brought by those infested by the sands, the Prince needs to keep his eyes open for water sources throughout his journey, as water is the only thing that can replenish his Life Bar.

Upon gaining possession of the Dagger of Time, the Prince can control the very flow of time. It begins with the ability to use the Dagger to Rewind Time, but several other abilities surface as his strength and familiarity with the Dagger grows.

MAGIC FOUNTAINS





There are many baths and fountains throughout the palace that can be used to refill the Prince's Life Bar. However, none are as special as the Magical Fountains. To find one, always be on the lookout for something that just doesn't seem right. Perhaps it's a cracked wall or a ladder leading someplace out of the ordinary. Regardless, explore the mystical hallways that lead off the beaten path, as they will lead you across a series of rope bridges to a Magic Fountain. The Magic Fountain replenishes the Prince's Life Bar and extends it as well!

SAND TANKS

The Dagger of Time comes equipped with four Sand Tanks. By searching for white bursts of sand and light (known as Sand Clouds), the Prince can gain a maximum of 10 Sand Tanks. A new Sand Tank grows inside the Dagger for every eight Sand Clouds that are found. Use the Dagger to retrieve all 48 Sand Clouds to maximize the Dagger's carrying capacity. To keep the Sand Tanks filled, finish off the hordes of Sand Creatures with a retrieval attack from the Dagger.

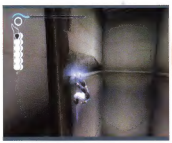
REWIND

Requirement: One full Sand Tank.

The Dagger's most basic ability is that which enables you to control the flow of time. By pressing the Sands Button, you can reverse the flow of time so as to undo previous events. The Prince must have *at least* one Sand Tank filled in order to use the Rewind ability. Depending on the status of the Time Circle, which constantly refills, it's possible to hold the Sands Button and reverse the preceding events for up to 10 seconds. This makes it possible to undo deadly falls, unblocked attacks, as well as any other undesired event.

As the Rewind ability is used, the Time Circle begins to empty. Although it's possible to perform back-to-back Rewinds, it's impossible to use it for more than 10 seconds without emptying the Time Circle. When the Time Circle is empty, the Dagger loses its power to Rewind. Fortunately, all that it takes to use the Rewind ability again is to avoid using it for another 10 seconds.

POWER TANKS



As the Prince slays more and more Sand Creatures, the Dagger begins to grow what are known as Power Tanks. A new Power Tank forms each time 16 retrievals have been performed. Although it's possible to slay far more than 160 Sand Creatures during this adventure, it's impossible to have more Power Tanks than Sand Tanks at any time.

The abilities inherent to the Power Tanks and Sand Tanks can be used individually, but the two are closely related when it comes to refilling. When performing a retrieval, all of the sand goes to filling a Sand Tank if any are empty. When all of the Sand Tanks are full, the retrieved sand flows into an empty Power Tank.

In other words, the Power Tanks catch the excess sand. It typically takes two retrievals to fill an empty Power Tank, although retrieving a Sand Cloud will fill all of the empty Sand Tanks and Power Tanks simultaneously!

POWER ATTACKS

POWER OF DELAY

Requirements: One full Power Tank.

Tap the Sands Button during a battle to utilize the Power of Delay. This ability slows down time, but it will not alter its direction. The Power of Delay creates 10 seconds of slow motion so that you can better see incoming attacks before they occur. This ability is perfectly suited for beginning adventurers, as it will help them to predict the Sand Creatures' attacks. Although it never hurts to use the Power of Delay, it does lose its effectiveness as the Prince becomes more skilled.

POWER OF RESTRAINT

Requirements: One full Power Tank.

The Power of Delay + Attack (also known as the Power of Restraint) is the most commonly used ability, since it can be used to immediately freeze enemies in their tracks. With at least one full Power Tank, simply jab the Dagger of Time into an enemy. The creature will immediately begin to float in space and take on the form of a sandstone statue. You will have roughly five seconds to slash the frozen enemy in two. Press the Attack Button to uppercut the frozen foe into the air, then press the Attack Button again to perform an acrobatic flipping strike that will split the enemy right down the center.

Power of Restraint is perfect when enemies surround the Prince and he's unable to vault out of danger. Quickly turn and face the nearest enemy and plunge the Dagger into its belly. With that enemy frozen, you can freeze additional enemies depending on the number of filled Power Tanks. Or, you can knock other enemies to the ground and finish off the enemy that was previously turned to stone.

Power of Restraint is not without its drawbacks. Although two slashes will finish off a Sand Creature for good, you cannot retrieve sand in the process. Relying on this attack too often will leave you without sand for the Prince's Power Tanks.

POWER OF HASTE

Requirements: Must have the same number of filled Power Tanks as Sand Tanks.

The Power of Haste is the most deadly attack, but it also consumes the sand in each Power Tank, regardless of how many you have. To use this ability, press the Special Action Button followed by the Sands Button. For the next several seconds (depending on the number of Power Tanks), the Prince will move as if he is fast-forwarding Time. All enemies will be frozen in space, thus allowing you to move instantly from enemy to enemy slashing them to bits.

Use the Camera and Movement controls to move toward the next frozen Sand Creature, then press the Attack Button twice to split it in two. There is no denying the Power of Haste's ferocious power, but it's important to weigh the benefits of quickly killing a handful of Sand Creatures knowing that all of your Power Tanks will be empty.

POWER OF DESTINY

The Dagger of Time also gives the Prince the ability to occassionally see into the future. Destroy enough Sand Creatures to make a Sand Vortex appear, then step into the glowing sand to witness a vision of what's to come.

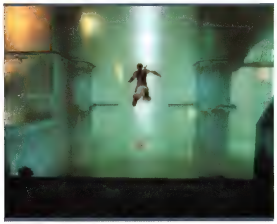
PRINCELY ACROBATICS

What makes the Prince so remarkable isn't necessarily his swordsmanship, but his impressive athleticism. In short, he can walk on walls, swing from ropes, and even leap between columns. Of course, there are several other things he can do as well. The following section describes how and when to perform these gravity-defying acrobatics.

BASIC MANEUVERS

You won't constantly perform impossible feats of speed and agility. In fact, you'll spend most of the time just running and jumping like everyone else.

Run: Use the Move controls to make the Prince run in a particular direction. Tilting the controls softly makes him walk slowly, which is great for tiptoeing across beams and for stepping across floor spike traps. He automatically hurdles or climbs over small obstacles, as long as the Move controls point him in that direction.



Jump: Pressing the Action Button while standing still makes the Prince leap into the air. To jump from the side of a wall, point the Move controls away from the wall and press the Jump button at the same time. Pressing the Action Button while running toward a ledge executes a long jump, but pressing it while running on flat ground performs a somersault.

Climbing: The Prince can grab ladders, poles, or ropes and climb them. Use the Move controls to direct him up or down the object and point to the side to make him rotate on the object to face in another direction. The Prince can jump from these objects in the direction opposite to that which he is facing.

WALL RUNNING

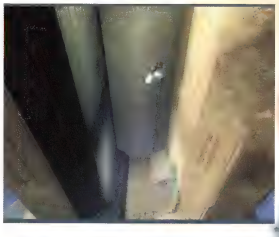
Undoubtedly one of the Prince's most remarkable and commonly used skills is his ability to run across a wall. Run toward a wall at a shallow angle and press and hold the Special Action Button to step onto the wall and run across it. Although this trick can't be performed indefinitely, you can manage about a dozen or so strides before gravity finally takes over! It's also possible to run straight up a wall, which is often used to reach a ledge or activate a switch.

Running on a wall isn't just for looks. You must rely on this ability countless times in the game to cross over chasms or reach bars and poles. To grab a bar or ledge, simply run directly toward it; the Prince should automatically grasp it.

You can leap from a wall at any time during a wall run. Press in the direction opposite the wall and press the Action Button to stop the Prince's forward motion and leap from a wall.

WALL JUMPING

Perhaps the most difficult maneuver to master is the consecutive wall jump. There are areas in the game that have two closely spaced walls; it will take constant back and forth jumping between the two walls to reach the top.



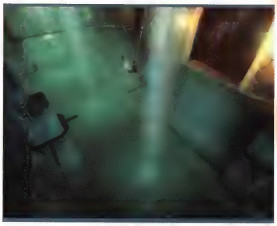
To do so, press in the direction opposite the wall while simultaneously pressing the Action Button. Unless the walls are moving, it's best to develop a rhythm so that there isn't any hesitation. It may seem difficult to get the hang of this, but just keep practicing. This technique can be used to ascend and descend areas.

BAR SWINGING

The Prince will reveal to the inhabitants of the palace his wonderful gymnastic abilities whenever a horizontal bar or flagpole is around. Jump or wall run into a hanging position on the bar and rotate in the direction you need to go. Press and hold the Special Action Button to start swinging. You'll continue to perform giant swings over the bar to gain speed. Release the Special Action Button to stop swinging, or press the Action Button on the upswing to fly through the air. Conversely, pressing the Cancel Button makes the Prince release his grip and drop straight down.

ROPE SWINGING

There will be times when the Prince is dangling from a rope, in desperate need of reaching a specific ledge or another rope. Use the Move controls so that the Prince is facing in the direction he needs to go, then adjust his position on the rope by pressing Up or Down.



The Prince can swing much further when he's lower on the rope; however, he won't swing as far when he's higher up. To begin swinging, press and hold the Special Action Button. It typically takes three full swings to maximize the swing distance. Press the Action Button during the forward swing to release the rope. This sends the Prince flying through the air.

COMBAT SKILLS

The Prince has a slightly different set of skills at his disposal when in combat. To engage an enemy, press the Attack Button to draw his sword and dagger. To sheathe the weapons, press the Cancel Button.

BASIC MOVES

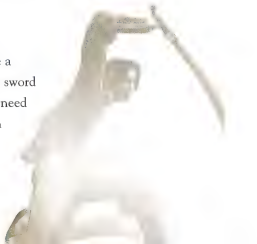
The Prince has many ways to attack his foes, but not all foes fall for the same tricks. Nevertheless, the Prince's basic training as a soldier will seldom let him down. When nothing seems to work, rely on these fundamental moves to get by.

Sword Attack: Press the Attack Button to swing the sword at an enemy. This can be done while standing, hanging from a ledge, or even while climbing a ladder or column. Use the Move controls to direct the attack in a specific direction when battling numerous enemies. For example, it's possible to be facing one enemy, turn and swing the sword at an enemy to the right, then immediately turn and kick an enemy to the left. Pressing the Attack Button does not always result in a swing of the sword; if the situation permits, you may see a kick attack.

Retrieve: After knocking a Sand Creature flat on the ground, the beast becomes vulnerable to a retrieval. Press the Dagger Button to cartwheel toward the fallen foe and plunge the Dagger into its midsection. The Dagger then consumes the sand that had devoured the former human, using it to refill an empty Sand Tank or Power Tank.

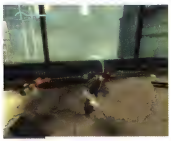
Evade: It's possible to somersault and backflip out of almost any jam. Press in the direction opposite the enemy and press the Action Button to perform a brief roll or flip to get away from an enemy.

Block: Hold the Special Action Button to take a defensive stance. This makes the Prince hold his sword up in preparation of an enemy attack. You don't need to be facing an enemy to block an attack; he can turn and deflect an attack from any direction. There are powerful enemies that roam some portions of the palace that can break through a potential block, though.

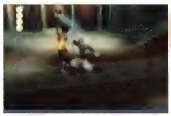


COUNTERATTACKS

These two maneuvers are difficult to master because of the timing they require, but they are each a thing of beauty when successfully performed. Try practicing these techniques on the last couple of Sand Creatures in the early battles to better prepare for stronger creatures.



Counter-Attack: Hold the Special Action Button to stand in a defensive position. Wait for the enemy to attack and press the Attack Button just as the Prince is about to deflect an incoming attack. When done correctly, the enemy's weapon is knocked aside and the Prince immediately performs a spinning kick followed by a sword strike.

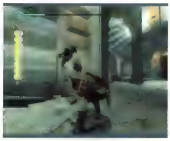


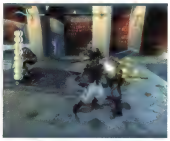
Counter-Retrieve: This move is slightly harder to perform, but well worth the effort. Hold the Special Action Button to maintain a defensive posture and wait for an enemy to attack. Press the Dagger Button the moment before the enemy's weapon gets deflected. When done properly, the attack gets blocked and the Prince will bury his dagger into the enemy and retrieve the sand from within.

ADVANCED ATTACKS

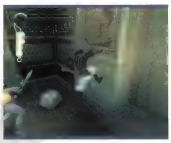
The best tactic when fighting is to stay on the move to avoid being surrounded. The following maneuvers keep you on the move, and they're quite deadly. The drawback is that some of the Sand Creatures can block these attacks. However, when one move fails, the other usually succeeds!

Vaulting Attack: Run toward an enemy and press the Action Button to vault up and over your target. Press the Attack Button just as the Prince clears the enemy's head to launch a quick strike with the sword. It's even possible to land two strikes during a single vaulting attack.





Vaulting Attack + Retrieve: This attack is much more difficult to execute on a consistent basis due to the timing required, but it's extremely powerful when used successfully. Run toward an enemy and press the Action Button to vault up and over it. Attack with the sword as the Prince clears the enemy's head, then instantly press the Dagger Button to follow up a sword strike with a retrieval.



Wall Rebound Attack: You can use the palace walls for a rebound attack. Lure an enemy near a wall and press the Move controls in the direction of the wall, then press the Action Button, then the Attack Button to push off the wall with the Prince's sword outstretched. This causes him to shoot like a dart directly into the enemy. It's also possible to press the Action Button + Action Button to perform a wall rebound jump. Try swinging the sword during the jump to land a surprise strike on the enemy.

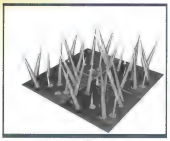
THE PALACE TRAPS

The palace's defense system consists of numerous traps that have been put in place to keep enemy intruders at bay. Identifying the traps and avoiding their deadly blades and spikes is one of the primary challenges facing the Prince as he journeys through the palace.

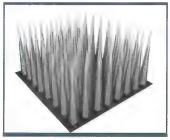
Spiky Poles: These poles spin while sliding back and forth across the floor. They are covered in sharp spikes and blades and can sometimes move at a considerable rate. Avoiding the Spiky Poles is relatively easy, since they move in a set pattern and cannot extend beyond the length of the their track.

Rotating Blade: Many areas of the palace contain these pop-up traps. A small hub appears with a large curved blade extending outward from it. This blade then rotates around the center hub, but it won't move from its fixed location. Stand back and study the blade's direction and rate of rotation. These blades usually block hallways. Run after the blade as it rotates away and perform a quick somersault just in case the blade comes back around quickly.

Buzzsaw: These large, circular blades slide back and forth along tracks set into the palace walls. They are easy to spot because of their size and loud noise. If you can't shimmy along a ledge to avoid these blades, you'll often have to run across their tracks. When this is the case, wait for them to climb halfway up the wall and run underneath them.



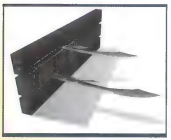
Floor Spikes: Floor Spikes are slightly harder to identify than the other traps because they are concealed. These pressure-sensitive floor plates are dark brown in color and have numerous holes in them. Step too firmly on one of them, and instant pain is the end result. Tilt the Move controls very slightly when crossing these traps to tiptoe safely across them.



Pit of Spikes: This trap is the most basic of all. The Sultan had his soldiers dig a trench and line the bottom with multiple spikes. To avoid most of them, utilize the Prince's wall running ability or jumping ability.

Pinching Spikes: This trap resembles a giant lobster claw as a pair of spiked beams emerges from a wall and snap. These traps commonly appear below levers and switches that must be pressed. Study the timing of the trap, then wait for them to retract into the wall and make your move.

Swinging Spiked Log: This is the least common of all the traps, however, it's also one of the most difficult to avoid. This trap consists of a large log covered in spikes that swings back and forth across a ledge or hallway, similar to a pendulum. The log extends from wall to wall, so the only way past it is to wait for it to swing up and over the Prince's head, and then sprint past it. The log will occasionally catch up to the Prince at the last moment, so drop into a somersault to avoid contact with it.



Sliding Blades: This trap is probably the most difficult to avoid due to the speed at which the blades move. It is usually set up on opposing walls of a hallway. To get past it, slip past one set of blades, then quickly change course as the other set appears. The blades appear at the far end of a hall and rapidly slide across the wall. To make matters worse, the blades are stacked two high, which makes it nearly impossible to wall run over them or somersault under them, although the latter does help minimize the damage if hit.

CREATURES OF THE SAND

When the Sands of Time poured out of the Hourglass and infected the inhabitants of the Palace of Azad, it did not kill them. Indeed, what it did was far worse. The sands filled any human not in possession of one of three artifacts and turned them into maniacal Sand Creatures. Nevertheless, aside from having a glowing stomach and a ghastly appearance, these Sand Creatures retained much of their human characteristics. Not only are they relatively the same shape and size as they were before being infected, but they maintained their class as soldiers as well.

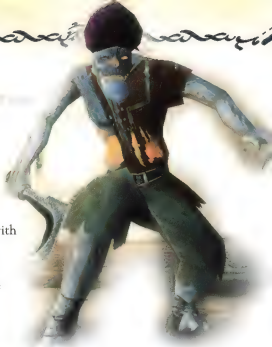
ATTACK SUSCEPTIBILITY

Not all the enemies fight the same. In fact, some are quite good at blocking the Prince's more specialized attacks. Each enemy's susceptibility to a given attack is listed in this section. An attack rated as "low" indicates that the enemy will more than likely block that attack. One the other hand, an attack with a "high" rating has a very good chance of connecting.

SAND CREATURE w/AXE

Counterattack:	High
Vaulting Attack:	High
Wall Rebound Attack:	High

This creature represents the bottom of the Sand Creature hierarchy. These slow creatures lack reach with their weapon, and they are susceptible to each of the Prince's attacks. This doesn't mean that they can't be dangerous when fighting with others, but there's little need to worry when fighting them one-on-one.



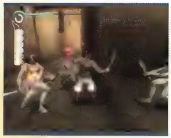
SAND CREATURE w/HALBERD

Counterattack:	Moderate
Vaulting Attack:	Moderate
Wall Rebound Attack:	High

Not to be confused with their deadlier counterpart, this enemy wears red and has just a single blade on the end of its halberd. This is perhaps the most common Sand Creature in the palace. This particular breed can be sliced and diced in a variety of ways and shouldn't pose too much of a threat. Nevertheless, this creature's lengthy weapon can cause significant damage if it strikes while the Prince is preoccupied with other Sand Creatures. When fighting a variety of enemies at once, seek out and destroy the Sand Creatures with the halberds to make fighting the larger foes more manageable.

SAND CREATURE w/TWIN DAGGERS

Counterattack:	Moderate
Vaulting Attack:	High
Wall Rebound Attack:	Moderate



These female Sand Creatures were likely once members of the Sultan's harem, but they're now reduced to wandering the palace halls with a pair of daggers in their hands. They wield their weapons with great finesse and are capable of blocking many of the Prince's standard attacks. It's best to hit them with vaulting attacks or surprise kicks when facing other enemies to catch them off guard. Although they are rather proficient defensively, they do not hold up well in battle. Expect these former beauties to strike fast and hard, but to fall after just a few strikes.

Sand Creature w/Spiked Club

Counterattack:	Moderate
Vaulting Attack:	Moderate
Wall Rebound Attack:	High

These stout Sand Creatures are quite slow and lack the agility of their fellow comrades. Nevertheless, they can bring their spiked clubs down with deadly force. It's not a bad idea to avoid them to deal with other enemies that may pose a more urgent threat, but don't ignore them for too long. Hit them with a wall rebound attack, then plunge the Dagger into their bloated stomachs to retrieve their sand.

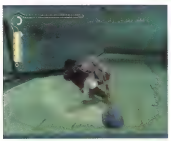
Sand Creature w/Double-Bladed Halberd

Counterattack:	Moderate
Vaulting Attack:	Low
Wall Rebound Attack:	High

This particular breed of enemy isn't the toughest, but they are certainly one of the most lethal when fighting in groups. These Sand Creatures wield a double-bladed halberd that is used to counter a vaulting attack by unleashing an attack of their own. It can be difficult to land a clean hit against this enemy, so move around and to try to lure them toward a wall to launch a wall rebound attack.

Sand Creature w/Sledgehammer

Counterattack:	Moderate
Vaulting Attack:	Moderate
Wall Rebound Attack:	Moderate



These lumbering beasts sport an enormous sledgehammer that is used to knock the Prince off his feet. They rely on the weapon's lengthy shaft to block many of the Prince's attacks, including wall rebound attacks. And if that doesn't make it tough enough, this beast is powerful enough to make an attempted block useless. The good news is that the Prince can evade these creatures' attacks with relative ease and, as a result, these Sand Creatures may actually swing their sledgehammers into one another.

SAND CREATURE W/CHAIN

Counterattack:	Moderate
Vaulting Attack:	Moderate
Wall Rebound Attack:	Moderate

The chain-wielding Sand Creatures have decent speed, plus they possess moderate reach as well. That being said, don't attempt a counterattack against them; other than that, all other fighting techniques should work well. These particular Sand Creatures are relatively rare.

SAND CREATURE W/MEAT HOOK

Counterattack:	Low
Vaulting Attack:	Moderate
Wall Rebound Attack:	Moderate

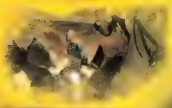
The Sand Creatures with the metal meat hooks are very similar to their chain-swinging brethren. They oftentimes use their weapon to block a second sword swing during a vaulting attack, but they can't slam the Prince to the ground. This enemy is quick and can attack at close range with their weapon of choice. However, they often wait to strike until the Prince is distracted by larger, deadlier foes.

SAND CREATURE W/ARMOR AND LARGE SWORD

Counterattack:	Low
Vaulting Attack:	Low
Wall Rebound Attack:	High

These unmistakable giants are the leaders of the Sand Creature army and they possess the size, armor, and weaponry to back it up. Most important of all is the fact that they have the skills one would expect of a high-ranking soldier. Although they are easier to fight in a one-on-one situation, don't rush into battle against a large number of them. Not only can they block most of the Prince's attacks, but it's difficult to knock them down because of their armor and incredible strength. However, they are very vulnerable to a wall rebound attack. Lure them toward a wall and bowl them over with a single wall rebound attack. Plunge the Dagger into them before they get up!

Walkthrough



Listen closely, for the Prince has a tale to tell. His story is one that shall warn a generation against the dangers that await those who engage in acts of greed and treachery. While on his journey across India with his father, King Shahraman of Persia, the legendary riches of the Maharajah's treasure vault tempted them into war. A crafty old man known as the Vizier, a servant of his Maharajah Sultan, promised King Shahraman to betray his lord in return for a share of the fortune. Amidst the chaos of war, the Prince rode off into the temple in hopes of securing the riches in his father's honor.

The Prince would earn his father's respect and adoration that day—but at what price would he pay? Sit back and enjoy the legendary tale of the Prince of Persia: The Sands of Time.

THE MAHARAJAH'S TREASURE VAULTS

THE PRINCE'S PATH

1. Battle the Sultan's forces on the ramparts outside the palace.

2. Enter the palace through the hole in the exterior wall.

3. Survive the climb to the Dagger of Time.

4. Escape the palace with the Dagger of Time in the Prince's possession.

ENEMIES

Human Spearman

Human Swordsman

SAND CLOUDS

N/A

TRAPS

Spiky Poles

Pit of Spears

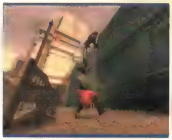
THE RAMPARTS

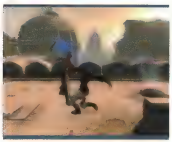
The Prince arrived just in time to see a handful of his father's men annihilated at the foot of the palace's main doors. He must now find another way to the riches rumored to be inside.

Climb the three rock ledges near the location where the Prince had awakened after his fall, then run and leap across the gap by pressing the Action Button near the edge. Hold the Special Action Button down while running up the wall directly ahead to grab the walkway above. Press the Action Button to make the Prince hoist himself up.

Wait for the incoming catapult blast to destroy the walkway, then leap across to the far side. Turn to the right and run and jump to the wooden platform near the other walkway. Cut through the tower toward the rampart around the corner and use the Prince's sword to smash through the stray pieces of furniture blocking the exit.

The Prince encounters his first adversary on the walkway outside. This particular foe is armed with a lengthy spear, but isn't nearly as strong or athletic as the Prince. Rush toward him and press the Action Button to vault over his head and press the Attack Button to strike him during the descent. Follow this attack up with another attack to finish him off.





Climb the ladder and press the Attack Button to unsheathe the Prince's sword, as two members of the Sultan's crew are ready to attack the Prince. Lure the swordsman away from the ledge and defeat him with a couple of quick sword thrusts. Deliver the same fate to his spear-carrying partner and enter the next tower of the palace.

THE ELIXIR OF LIFE

Nothing recharges one's energy reserves in the hot Arabian sun like a cold drink of water. To replenish the Prince's life bar, drink some water at fountains or other areas where water has pooled. Simply approach the water and press the Special Action Button to drink the water. Continue to hold down the button until the Prince's life bar is completely filled.

Bend down to drink from the water on the floor of the tower, then break through the benches to return to the outer walkway. Descend the pile of rubble near the break in the walkway and prepare for a battle.

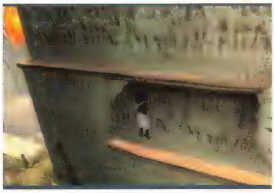
The Prince encounters six members of the Maharajah's army on this lower wall. Stay on the move at all times and go after the enemies wielding spears first. Vault over their heads while slashing with the blade to knock them to the ground. Keep the enemies guessing by somersaulting and back flipping out of their reach and by facing one enemy and attacking another. Above all else, assume a defensive posture when surrounded; if not, the Prince will surely be in danger!

Enter the corridor at the end of the walkway and follow it around several bends to a wooden platform on the other side of the palace. Parts of this platform will be immediately destroyed by cannon fire, but there's no need to worry. Run toward the wall at an angle and press and hold the Special Action Button to run along the wall toward the next piece of the fragmented walkway. Repeat this amazing display of athleticism to reach the far end of the path and climb the ladder.

Cross through the corner tower to the walkway outside and dispose of the four soldiers patrolling that area. This is a great time to attempt another one of the Prince's special moves. Back up against the wall while facing an enemy and press the Action and Attack Buttons to make the Prince lunge forward off the wall and bury his sword in the gut of his foe.

A WAY INSIDE THE PALACE

An enormous blast from a siege weapon has blown a hole in the main exterior wall of the palace. The Prince must scale the ledges along the façade to the hole to retrieve the treasures he hopes to find inside.



Approach the wall to the right of the statue of the face and jump up to grab the ledge. Remain in a hanging position and shimmy along the ledge to the left. Once past the statue, press the Action Button to grapple up onto the ledge and press the button a second time to grab the ledge above the one on which the Prince is now standing.

Move along this upper ledge to the left to round the corner toward the hole in the wall. Continue moving to the left until there is nowhere else to go, then press the Cancel Action Button to make the Prince drop down onto the ledge below. Press the Cancel Action Button a second time to lower the Prince into a hanging position and push further on to the left to reach the hole. Drop down toward the wall to enter the palace.

THE PALACE INTERIOR

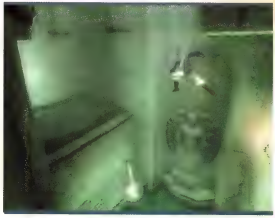
Draw the Prince's sword and battle the four spearmen waiting just inside the palace. The spearmen can block many of the Prince's attacks, so use a variety of vaulting attacks to increase the odds of success. Regain any lost life from the fountain.

Approach the column supporting the walkway above the fountain and press the Action Button to grab it. Climb upward along this column, then rotate the Prince so that his back is toward the column opposite the one he's on. Press toward this other column and leap forward by tapping the Action Button. Climb to the top of the second column and rotate the Prince so that his back is to the very tall column in the corner. Jump to this column and climb to the top of it, then leap over to the walkway with the green curtains.

SAVE POINT

You can save your game as soon as the Prince moves beyond the green curtains. Future save points will take place at Sand Vortexes, so make sure you defeat all the enemies to gain access to these mystical phenomena.

The Prince should now be in a dank and dreary passageway. There are no guards stationed in this corner of the palace, as the cavernous pits in the floor are large enough to keep all but the most acrobatic intruders at bay. But this Prince is capable of maneuvers that the Sultan's architects never deemed possible!



Run along the left-hand wall to reach the ledge in the distance. Turn toward the next pit and run along the right-hand wall, then angle away from the wall while pressing the Action Button to leap from the wall toward the landing on the left. Cross the third pit by running along the right-hand wall to the alcove at the far side of the room.

The goal is to reach the walkway above the narrow chute in which the Prince is currently stationed. Face the left-hand wall and run up it, then leap toward the wall on the right. Press back toward the left as the Prince hits the wall on the right and immediately press the Action Button to jump from the wall a second time. When done properly, the Prince will catch the edge of the floor above.

RETRIEVING THE DAGGER

The forgotten corridor led the Prince to a grand hall where the Dagger of Time is visible through a small opening in a heavy stone wall. The Dagger isn't accessible from this room, but the treasure vault is not far away. Run along the wall in a counter-clockwise direction toward the nearby ledge. Continue wall running in the same direction and leap off the wall near the red banner to land on the platform above the glowing light. The Dagger of Time is visible through the hole in the wall…the Prince is getting closer by the minute!

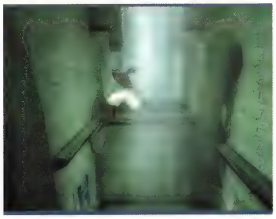
SPOILS ON A GRAND SCALE

The Dagger of Time isn't the only valuable prize in this room. Leap to the column and slide down to the floor to view the mighty Hourglass and the Sands of Time. The Hourglass is far too large for the Prince to move on his own, but it is an impressive site nonetheless. Return to the ledge where the Prince previously entered this room.

Approach the Dagger and run up the wall on the left to reach the ledge there. Continue the counter-clockwise trip around the perimeter of the room to the entrance of the mildew-covered corridor ahead. At this point, the Prince has his first experience with the Sultan's legendary defense systems. In this scenario, spiky poles spin and slide along the floor. Those who fail to avoid them are immediately turned into walking pincushions.

Tiptoe toward the edge and press the Cancel Action Button to drop into a hanging position. Drop down the side of the wall to the floor below, but stay near the wall to avoid the spiky poles. Follow the outer poles further into the hallway, then step into the center of the corridor once the pole in the middle goes past.

Run along the left-hand wall up ahead toward the corner of the corridor and continue to hold the Special Action Button long enough for the Prince to grab the ledge on the opposite wall. Sidle along the ledge toward the arch, then jump across to the ledge on the other side. Repeat this step once again at the next arch and pause on the ledge to study the movement of the next set of spiky poles. Wait for the nearest pole to slide to the right, then step into the middle of the ledge.



Wait for the second spiky pole to move to the right, then wall run along the left-hand wall, high above the watery pit. Leap off the wall to the ledge on the right at the last moment. Continue along this ledge to the arch up ahead.

The Crumbling Ledges

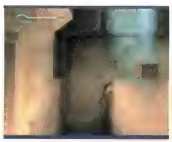
The wall below the archway has narrow ledges at three different heights that can be used to reach the goal to the left. Although these ledges look sturdy, sections of each of them will often crumble into dust as the weight of the Prince moves closer to the weak spots. The good news is that the ledges will not crumble directly beneath his feet—there is plenty of time to react to this perilous situation.

Get into a hanging position below the doorway and drop from ledge to ledge until the Prince is hanging from the lowermost of three ledges. Sidle along this ledge until there is none left of it, then leap up and grab the middle ledge. A portion of this ledge will soon deteriorate as well, forcing our hero to continue on via the uppermost ledge. The ledges will constantly break apart, but there is always enough room in tact to continue the journey.

At the end of the wall, drop down to the lowermost ledge and get into a standing position. Leap off the wall to the tall ornate column, then jump from column to column to reach the fifth column. Once on the final column, slide to the bottom and drop down onto the floor.

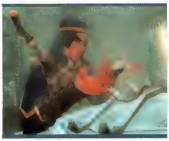
SCALING THE STATUE

The Dagger of Time is on an altar at the top of the enormous statue. Start ascending the statue by running up the base of it and climbing onto the lower of the two hands. Run up the wall to the right and leap onto the upper of the two hands and continue to the left.



Follow the glow of the candles onto the statue's shoulder, then proceed up toward the cloaked head. The Prince must make a total of six consecutive wall jumps to reach the platform high above the statue's head. Run up the hooded head, then jump back toward the wall on the left. Continue pressing away from the wall while simultaneously pressing the Action Button to hop back and forth up the narrow column to the Dagger.

Once at the top, the Prince claims the Dagger of Time and experiences something unlike nothing he has ever encountered before in his short life: time rewinds itself under the command of his thought. But just as soon as this phenomenon occurs, time catches up under its natural ebb and flow, allowing the Prince to escape death by mere inches.

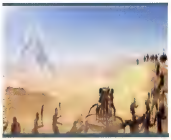


TIME TO ESCAPE

The removal of the Dagger of Time from its sacred resting place triggers a violent quaking deep within the bowels of this prized location. It's time to leave or be forever buried inside this tomb!

Run and leap to the nearby doorway and walk slowly into the corridor beyond it, as the floor collapses underfoot and reveals a treacherous pit of spears. Wait for the rumbling to pause, then run along the left-hand wall and jump across to land near the torch on the right. More of the flooring will fall away, but there is still hope. Run along the right-hand wall and leap across to the left.

An intricate set of spiky poles slide back and forth across the hallway up ahead. Keep to the left and carefully step between the traps as they slide to the right. Wait for the row of five spiky poles to move away, then quickly roll into the alcove on the left. Wait for them to pass, run past them, then drop down to the next level of the hallway.



Watch the movement of the poles and run between them to safely advance to the opposite wall. Climb the ledges and step through the doorway to the balcony of the next room. The Prince then leaps down to the ground floor where his father and the Vizier are located.

DON'T FORGET THE DAGGER!

Controlling time isn't an everyday occurrence. To do so, simply press the Sands Button. This is especially important if the Prince gets jostled around by the spiky poles—he doesn't need to take that kind of abuse now that he has the Dagger of Time. Give the man a second chance!

The Prince proudly shows his spoils to the King, who immediately declines the Vizier's wish to have the Dagger. The King informs the Vizier that he can select any of the Maharajah's treasures other than his son's Dagger and the Hourglass, the latter of which is presented as a gift to the Sultan of Azad. The riches are loaded up into the caravan, along with any women caught snooping around, and together they head off toward Azad.

Once at Azad, King Shahraman presents the Sultan with a host of gifts including the Hourglass containing the Sands of Time. The Vizier comes forward to describe this peculiar gift to the Sultan and then encourages the young Prince to use his Dagger to unlock the Sand within. Not knowing any better, the Prince obliges the Vizier…all the while desperate pleas to the contrary go unanswered by one of the women enslaved in India.

Nobody but the Vizier could have predicted what would happen next. The Sands of Time flowed from the Hourglass, the earth began to shake the foundation of the palace, and all who were human became inhuman. That is, except for the Vizier, the Prince, and the woman who had cried out against unlocking the Sands of Time. All the others have perished.

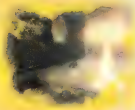
YOU HAVE UNLEASHED THE SANDS OF TIME

THE PRINCE'S PATH

1. Defeat the Sand Creatures in the Reception Hall.

2. Follow the mysterious woman toward the guestrooms.

3. Swing and jump across the first guestroom and the hallway that follows.



4. Defeat the Sand Creatures in the second guestroom and scale the wall to reach the exit.

ENEMIES

Sand Creature w/Axe

Sand Creature w/Halberd

TRAPS

N/A

SAND CLOUDS

1. Below the crumbled staircase in the first guestroom.

BATTLE AT THE RECEPTION HALL

The Prince is the only remaining human in the reception hall and a swarm of ghastly creatures brandishing weapons of all sorts are bearing down on him. These creatures seem to have been human at one time, but the sand has since taken control of their bodies and minds. They are now vicious killers. The Prince didn't want to fight for spoils when ransacking the palace in India, but now he must fight for his life.

Although a swift strike from his sword will knock these creatures to the ground, they will regain consciousness and return to the fight before long. The only way to prevent this from occurring is to use the Dagger of Time to *retrieve* the sands from within their hollowed out bodies. Deliver the knockdown blow with the sword, then rush toward them and press the Dagger Button to retrieve the sands.

SAVING THE SAND

Retrieving sand from an enemy not only fills an empty Sand Tank in the Dagger, but also helps the Prince earn a Power Tank. Power Tanks grant the Prince special time-controlling powers that are essential in dealing with large numbers of enemies at once. Lastly, retrieving the sand also helps meet criteria that unlock the powers of certain Sand Vortexes. A Sand Vortex is a small geyser of sand that grants the Prince a vision into his future and also provides a place to save your game.

The Prince must retrieve the sands from 11 enemies before the Sand Vortex will reach its full size. Numerous Sand Creatures wielding axes will attempt to surround the Prince, while one that brandishes a lengthy halberd attacks from afar. Concentrate on slashing those with the axes, as they are less likely to block an attack but always be mindful of the larger one's location. Stay on the move at all times and use the vaulting technique to leap over the taller Sand Creature while slashing at the back of its neck.

If the Prince gets struck down during combat, use the Dagger of Time's powers to rewind. There is also some water at the front of the room (near the windows), so use it to refill his life bar. Put away the sword to run from the Sand Creatures if in need of a drink, then return to battle once refreshed.

With the room free of Sand Creatures, the Prince automatically steps into the Sand Vortex and catches his immediate future by way of a Sand Vision. These visions show glimpses of what lies around the next bend. Pay close attention these visions, as they reveal the path through complex areas of the palace.

Exit the Reception Hall through the hole in the wall adjacent to the iron gate and chase after the mysterious woman that has, for one reason or another, survived the unleashing of the Sands of Time. She's quite scared of the Prince for some reason… Perhaps she doesn't realize that he too is still human?

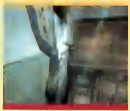
THE GUESTROOMS

The Prince arrives on a balcony in a splendid guestroom—the very one that he or his father may have spent the night in had all the fury of hell not been unleashed on the palace. The guestroom is remarkably similar to the one he saw in the Sand Vision… In fact, it's identical!

1 Run along the wall to clear the gap in the dilapidated staircase and descend to the floor. Use the Dagger to retrieve the **Sand Cloud** on the floor beneath the steps.

2 Jump and grab the bar beneath the balcony near the entry to the room. Hold the Special Action Button to swing on the bar and press the Action Button to release it while on the upswing. This causes the Prince to fly through the air and grab onto the next bar. Swing from bar to bar to reach the ledge on the wall.

3 Sidle along the ledge to the first platform above the bed. Run along the wall past the two banners to reach the other platform.



4 Run along the wall toward the corner of the room and leap off the wall toward the bar to the right. Swing from the bar to the walkway leading to the room's exit.

The woman is visible in the distance, but the path leading to her gets blocked by falling rubble. Use the four bars sticking out from the walls to get across the pit to the left. Make sure the Prince is lined up with the next bar before starting to swing, or else he'll fall to his death. Stand in the middle of the room and swing across the first three bars. Once on the third bar, move hand over hand to the left and swing over to the fourth bar, then to solid ground. Enter the second guestroom around the bend from the fountain.

1 Run along the wall toward the first of the three horizontal flagpoles. Swing from pole to pole to reach the walkway on the far side of the room.

2 Continue moving counter-clockwise around the room by running along the wall to the uppermost bar in the distance. Press the Cancel Button to drop from bar to bar and, ultimately, to the floor.

3 A half dozen Sand Creatures attack the moment the Prince hits the floor. Dispose of them, but make sure to watch for the Power Tank to fill. Tap the Sands Button once the Power Tank is full to use the Power of Delay, which gives the Prince the ability to operate in slow motion for 10 seconds. A Sand Vortex forms beyond a hole in the upper part of the wall after the sand has been retrieved from six enemies.

4 Locate the bar with the lantern to the left of the bed. Run up the wall near the corner and leap off the wall to grab the bar. Turn around to swing in the direction of the wall, release the bar, then jump back off the wall to grab the upper bar. Swing from this bar to the ledge on the wall, then climb up to the hole to find the exit.

A SECRET PASSAGE

THE PRINCE'S PATH

1. Descend through the holes in the floors of the corridors to find Farah.

ENEMIES

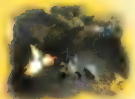
Sand Beetle

Sand Creature w/Axe

Sand Creature w/Twin Daggers

TRAPS

N/A



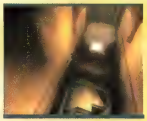
2. Fend off the Sand Beetles while Farah flees to safety.

3. Make it to the ground floor of the Sultan's Chamber.

4. Defeat the Sand Creatures and find the secret tunnel behind the furniture.

SAND CLOUDS

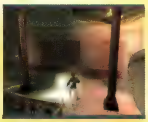
1. In the second hallway, just around the corner from the Sand Vortex where the Prince awakens.



2. In the corridor with the large hole in the floor and the pile of rubble in the corner.

3. In the hall opposite the entrance to the Sultan's chamber.

4. On the middle level floor inside the Sultan's chamber by the Sand Beetles.



5. On an upper level landing inside the Sultan's chamber.

6. On the main level of the Sultan's Chamber, in the corner opposite the Sand Vortex.

HAD I REALLY SEEN HER?

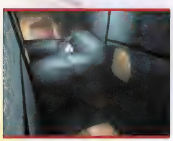
Witnessing the future through a Sand Vision is an exhausting experience and one that the Prince is not yet accustomed to. When he awakens from his vision, he realizes that he may be safe for the time being but he is also alone. He must find that woman and learn what she knows about the Sands of Time. She obviously knows *something*, or else she would have spoken out before the Sands of Time were released.

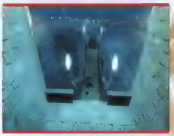
Use the sword to break the furniture at the end of the hall, go through the archway, and make a right. Use the Dagger to retrieve the **Sand Cloud**, then head back in the other direction.

Run up the wall at the end of the hall and leap onto the bar near the window. Swing from the window to the ledge, then descend the pile of rubble on the far side by leaping over to the blocks in the stepped pattern against the wall. Drop into a hanging position on each of the blocks to make it down safely.

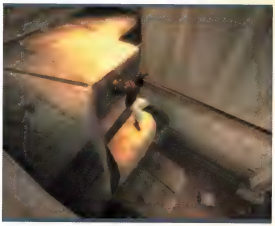
MAGIC FOUNTAIN

Before jumping down to the lower floor, slip through the circular hole in the wall. Follow the glowing hallway on the other side of the wall to the left to arrive at an enigmatic series of rope bridges. Carefully cross the bouncy bridge to the cupola in the center. The Prince doesn't hesitate to take a drink from the font in the center of this dream world. The magical water courses through him and returns the Prince to the secret passage, but with an increased life bar! ✦✦✦





Run along the wall above the hole in the floor to collect the **Sand Cloud** on the other side, then drop through the hole to the lowermost corridor. Farah, the woman the Prince has been chasing, pulls the Prince aside just as he rounds the corner. Farah is the daughter of the Sultan, who King Shahraman had conquered on his journey across India. She was captured by the King's men and brought with them to Azad.

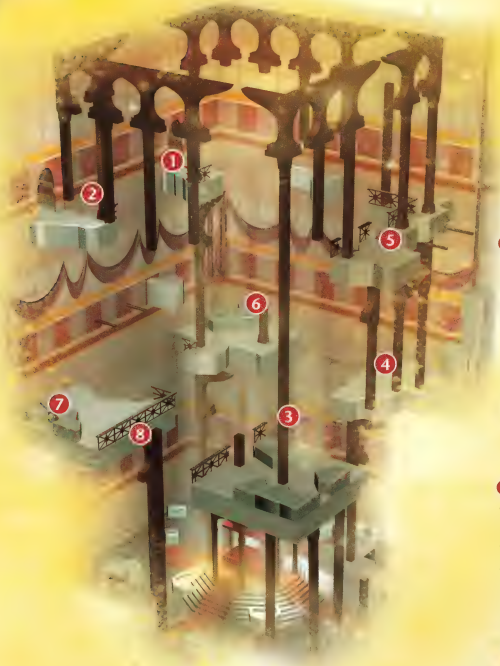


Farah is the only other human survivor besides the Vizier and the Prince is fairly certain it has something to do with the medallion around her neck. But before he can get any information out of her, a gang of Sand Beetles attacks. Farah scurries through a hole in the base of the wall while the Prince fends off the interlopers. They'll rendezvous later at the reception hall.

Sand Beetles are feisty critters, but they can be defeated with the Prince's trusty blade. Continue slashing at them with the sword and use the fountain to replenish any lost health. As long as the enemies don't surround the Prince, he should come out just fine.

Head down the corridor away from the fountain and enter the hallway to the left. Locate the **Sand Cloud** in the corner, use the Dagger to retrieve it, and double back to the previous hall. Go through the doorway directly across from this side hall to enter the master bedroom.

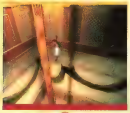
THE SULTAN'S CHAMBERS



1 Run and leap across the gap to the landing directly ahead. Step out onto the balcony outside the bedroom and run along the wall to re-enter the bedroom via the second doorway.

2 Climb to the top of the red column near the second balcony entrance and position the Prince so that his back is to the fractured column hanging near the corner of the room. Leap from column to column until he reaches the last of the broken columns hanging down from the ceiling. Leap toward the wall on the right and drop onto the tiny ledge.

3 Run along the wall toward the far corner of the room and leap from the wall when the Prince reaches the shadow of the nearby column. Slide down the column to the middle level of this multi-story bedroom. Kill the pair of Sand Beetles and retrieve the **Sand Cloud**.



4 Continue the counter-clockwise jaunt around the room by wall running past the lengthy green tapestry, then jumping from the wall to grab onto the first of the columns along this side of the room. Leap from column to column to reach the landing in the corner of the room.

5 Climb the concrete rubble in the corner of this landing, run up the wall, and leap onto the bar. Swing from bar to bar to reach the ledge in the center of the room. Turn and jump back to the piece of flooring near the corner to retrieve another **Sand Cloud**.

6 Continue in a counter-clockwise direction. Jump from column to column to reach the tiny stone ledge jutting out from the side of the wall. Drop into a hanging position on the left-hand side of the ledge and shimmy past the crack in the wall to the narrow ledges. Use these ledges to drop down to the middle level and destroy the two Sand Beetles there.

7 Run along the wall to the bronze poles sticking out of the wall and swing from pole to pole to reach the far side of the room. Once on the corner landing, slay the Sand Beetles.

8 Approach the railing near the tall column that rises up from the ground floor. The Prince automatically jumps the railing and hangs from the other side. Jump from the railing to the column and slide down.

BATTLE TO FIND THE PASSAGE

The Prince is not alone on the main floor of this splendid bedroom, as what seems to be an endless army of Sand Creatures moves in to attack. Make use of the fountain near the column and battle around the perimeter of the room to locate the remaining **Sand Cloud**. Continue fighting around the room toward the Sand Vortex.

Other familiar axe-wielding creatures also attack, like female Sand Creatures equipped with a pair of twin daggers. These female Sand Creatures use their weapons to block the Prince's sword thrusts, plus they're quick attackers. The enemies will surround the Prince for much of this battle, but this actually works to his advantage against the female assailants because they are very vulnerable to kicks.

There are a total of 15 Sand Creatures to slay inside the master bedroom. During this battle, the Prince not only has access to the Power of Delay, but when he receives his second Power Tank, he can use the Power of Restraint as well. Use the Dagger to freeze an enemy in mid-air, then press the Attack Button twice to slice the creature in half. Although this does kill the enemy, it does *not* retrieve any sand.

The secret passage that the Prince saw in his vision is located behind the armoire to the right of the Sand Vortex. Approach the piece of furniture and press the Special Action Button to grab it. Now the Prince can slide it away from the wall. With the passage revealed, step into the Sand Vortex to witness a glimpse of what lies ahead.

The Palace's Defense System

THE PRINCE'S PATH

1. Follow the secret passage away from the Sultan's chamber.

2. Help the guard activate the palace's defense system.

3. Defeat the Sand Creatures that survive the traps.

ENEMIES

Sand Creature w/Halberd

TRAPS

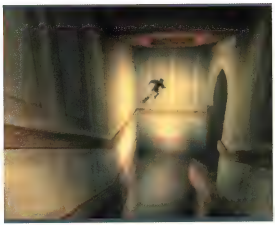
N/A

SAND CLOUDS

1. In the corridor leading away from the Sultan's chamber.

A HALL OF RUINS

Slip through the hole in the wall of the Sultan's chamber and descend the stairs to the large void. Run along the left-hand wall to avoid the hole, then leap to the right to continue in this hallway. Use the Dagger to retrieve the **Sand Cloud**.



Step on the panel on the floor to raise the nearby door bearing the same insignia. The room beyond the door is both dreary and dangerous. Large pieces of stone continue to fall from the ceiling and much of the walkway that had once spanned a deep chasm has since collapsed. Fortunately, enough of the far portion of the bridge is still standing so the Prince can run along the wall and leap over to it. From where he is currently standing, run along the right-hand wall and leap from the wall just as the second banner passes.

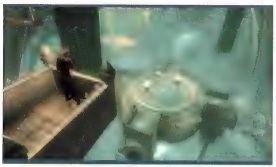
A NEW SAND TANK

This Sand Cloud is the eighth such one that the Prince has retrieved and, as a result, he now gains a fifth Sand Tank! The extra Sand Tank will come in handy later in this struggle as the palace's macabre defense system begins to clamp down around him.

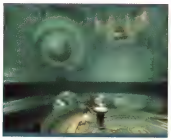
The switch on the floor controls the door leading out of this hall; the switch must be held down for the door to stay open. Slide the large wooden crate into position atop the switch and exit the room.

ARM THE DEFENSE SYSTEM

Approach the handle on the right and press and hold the Special Action Button to pull it out from the wall. This action causes a stone slab to extend outward from the ledge toward the center of the room, but it will quickly retract. Run across this temporary bridge and leap to the center of the room before the gap gets too wide. Once on the central platform, a guard high above begs the Prince to help with the arming of the palace's defense system. The complex defense system will, in theory, keep the inhuman Sand Creatures at bay.



To activate the defense system, place four axles (each bearing an image of a different moon phase) into their corresponding slots high up in the room. The axles must be acquired in a specific order and maneuvered into place by the central platform upon which the Prince is now standing. The task is to move the platform up and down and rotate it properly so as to collect the axles in the correct order, then bring them up into the arming position. To extract an axle, match up the pictures of the moon phases and step on the panel.



PLATFORM CONTROLS

The flat, circular wheel controls the rotation of the platform. Pull the handle clockwise to turn it to the right and move it counter-clockwise to turn the platform to the left. The spiraling wheel moves the platform up and down. Grab the handle and rotate the wheel clockwise to raise the platform up and turn it counter-clockwise to lower it.

The guard on the platform above offers some words of encouragement during this puzzle. If more help is needed, the following steps show all that is needed to arm the Azad defense system.

- Step on the glowing "full moon" panel to retrieve the first axle.
- Move the platform into position to pick up the "new moon" axle with the following adjustments: Right, up, left x3, and down. Step onto the glowing "new moon" panel to retrieve it.
- Now it's time to obtain the "half moon" panel. Make the following movements to the platform: Up, right x2, and up x2. Step on the "half moon" panel to gain the third axle.
- A "quarter moon" insignia marks the last axle. To retrieve it, follow these two steps: Right and down. Step onto the "quarter moon" panel to collect the final axle.
- The only remaining step is to bring the entire platform up to the top of the room where the axles can slide into place. To do so, make the following moves: Up, left, and up.

After completing the puzzling portion of the arming procedure, the Prince can cross to the far side of the room. Climb the ladder as the guard instructs and jump up and grab the lever to activate the defense system.

Unfortunately, a pair of Sand Creatures carrying enormous halberds appears at the base of the ladder. Quickly descend to the floor below and destroy them. Use the Power of Restraint ability to freeze one of them, then deal with the second one by vaulting over the creature's head and striking on the descent. Exit the defense system room and pay a visit to the Sand Vortex in the hallway.

THE BOOBY-TRAPPED COURTYARD

THE PRINCE'S PATH

1. Survive the gauntlet of traps to reach the courtyard.

2. Defeat the Sand Creatures in the courtyard.

3. Bypass the traps while scaling the sides of the courtyard's four-story terrace.

4. Reunite with Farah at the Reception Hall and defeat the Sand King and its army.

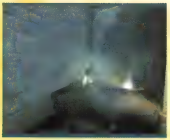
ENEMIES

- Sand Creature w/Halberd
- Sand Creature w/Spiked Club
- Sand Creature w/double-bladed Halberd
- Sand King

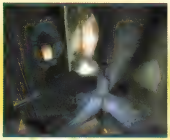
TRAPS

- Spiky Poles
- Spikes
- Buzzsaw
- Rotating Blades

SAND CLOUDS



1. On the ground floor of the courtyard in the corner, just opposite the water fountain.



2. On the third floor of the courtyard. Look in the alcove to the right of the diagonal jump the Prince must make.

THE CORRIDOR OF TRAPS AND PITFALLS

After activating the defense system, it is fairly obvious that if anyone is going to fall victim to the palace's macabre devices, it will most likely be the Prince! The hallway leading away from the defense room has spiky poles and pressure-sensitive panels on the floor. When the panels are triggered, spikes will rise up and skewer whoever is above. The Prince must walk very softly across these dangerous pieces of flooring to avoid danger. Look for the off-colored floor panels (the ones with lots of holes in them) and tiptoe across them slowly to avoid triggering the spikes.

Pull the lever near the wall and run up the stairs toward the spiky poles. Carefully dodge the spiky poles and leap for the ledge across the gap in the floor. Climb onto the ledge to avoid the buzzsaw as it tracks back and forth along the wall directly below the ledge. Walk along the ledge to the far left.

Wait for the buzzsaw on the opposite side of the gap to move to the right, then leap across. Drop to a hanging position, continue to the far end of the hall, and wait for the buzzsaw to move away from the Prince. Quickly climb onto the ledge, then leap across to safety on the other side of the hole.

TIMED TORTURE

Much of the palace has been configured so that a lever must be pulled for a door to open. Unfortunately, pulling a lever also activates the defense system for the area between the lever and the door. The door will slowly close, so it's important to hurry past the obstacles to reach the door before it gets too low to somersault underneath. If the door closes before the Prince exits the area, simply backtrack to the lever and give it another pull.

Run and leap across the hole in the floor to the ledge on the far wall. Climb onto the ledge, take a few steps to the right, and leap across the hall onto the ledge on the other wall. Wait for the pair of buzzsaws to move out of position, then jump back across. Move to the far end of the ledge and drop onto the floor.

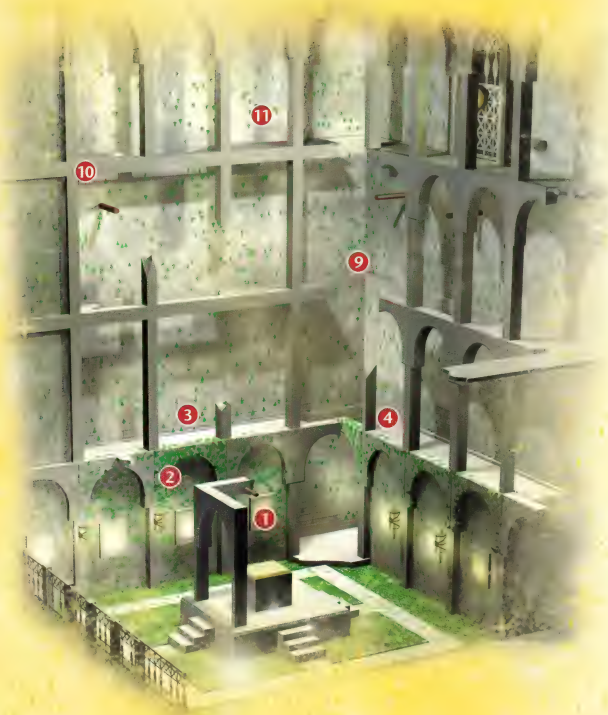
BATTLE IN THE COURTYARD

The Prince finds neither solitude nor tranquility in the sultan's opulent courtyard. Instead, he finds a battle against a contingent of Sand Creatures. Many of them are the same as the halberd-toting ones from earlier in the game, but not all of them. At least five of the ones that attack the Prince in the courtyard are shorter and more stout than those with the lengthy weapons. This breed of Sand Creature, which carries a spiked wooden club, is very dangerous at close range.

Despite the increased power of the smaller unit, the long-range attack of the halberd is still the greater threat. Use the courtyard walls to perform wall rebound attacks. Face the Prince toward the wall and press the Jump and Attack buttons to make him dive from the wall with his sword outstretched, plunging it into an enemy. This is an excellent technique for disabling larger enemies, as well as those capable of deflecting most normal attacks.

Use the lower mobility of the enemies with the spiked clubs to your advantage and quickly dispose of them. Vault over them while attacking to land the first blow, then follow it up with a series of slashes. Stay on the move to prevent them from surrounding the Prince. Avoid getting cornered and victory will be all but guaranteed. Use the fountain in the corner facing the Sand Vortex to refill any lost energy, then use the Dagger to retrieve the **Sand Cloud** located behind the fallen blocks in the opposite corner.

12
8
7
5
6

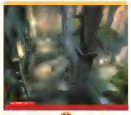

11
10
9
3
4
2
1

1 Locate the wall with the shining white panel and run up the wall to depress the panel. This makes a large stone column rise in the center of the courtyard. Use the stone to jump and grab the bar above it.

2 Swing from the bar to the stone ledge, then run to the right and leap across to the terrace protruding out above the grass.

3 Study the movements of the rotating blade and run past it on the left-hand side. Somersault out of its reach as the blade begins to close in.

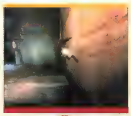
4 Run along the wall on the left and jump to the landing on the right. The rotating blade up ahead is surrounded by Spiky Poles moving about. Wait for the nearest Spiky Pole to move to the left, then chase the rotating blade as it moves counter-clockwise by running past it on the right-hand side.



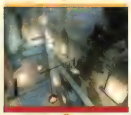
5 Run up the wall to the left of the yellow insignia and leap from the wall to grab the lever hanging from the ceiling. The Prince's weight will pull the lever and open the door across the gap. Swing from the bar toward the doorway to continue.

6 The floor ahead is covered with Spikes. Climb onto the rocks and run along the left-hand wall until the Prince is aligned with the ladder. Leap from the wall to grab the ladder and climb up to the next level.

7 Run along the wall to cross the break in the floor, then jump at an angle to continue around the courtyard terraces in a counter-clockwise direction. Look for a **Sand Cloud** to the right.



8 Run along the wall to the first of the two bars sticking out of the wall. Swing from bar to bar to reach the ledge in the far corner. Once there, shimmy over to the right and leap from the wall to reach the landing on the left.



9 Wait for the Buzzsaw on the right to slide three-quarters of the way up the wall, then quickly run along the wall under the blade. Jump off the wall to the floor on the left to avoid falling.

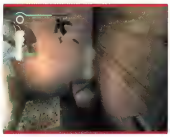
10 Run up the wall to grab the ledge, then leap from the wall onto the bar near the two vertical Buzzsaws. Turn around and jump back from the bar to the upper ledge, near the door.

11 Turn away from the door and run along the wall (now on the Prince's left) under the Buzzsaw to the landing in the middle. Wait for the second Buzzsaw to move upward, then run underneath it and jump from the wall to the floor on the right. The second Buzzsaw on this level moves much faster, so move quickly!

12 Continue past the barred door for now and run along the wall up ahead while dodging the Buzzsaw. Rotate the lever in the far corner in a clockwise direction to raise the door leading back into the palace's interior. Return to the door and go inside.

MAGIC FOUNTAIN

Locate the block in the corner of the alcove where the Sand Cloud was located. Stand atop this block, run up the wall on the right, then leap across to the left to grab the ledge. Climb into the hole in the wall above the Spikes. Drop into the rubble-strewn hallway on the other side of the wall and follow it to the next Magic Fountain to enjoy another increase in energy. The Prince will automatically reappear back outside on the terrace. ✦✦✦

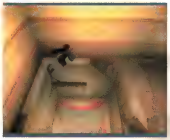


QUICK ON YOUR FEET!

The door at the end of this hallway doesn't remain open for long. Speed is the key to getting through this door before it seals shut. If you fail, simply try again.

RETURN TO THE RECEPTION HALL

the lever to open the door at the end of the booby-trapped hallway up ahead. Run along the right-hand wall as the Buzzsaw drops into the pit below, then sprint past the rotating blade on the floor.



Run up the wall on the left to press the white panel and leap from the wall onto the slab that emerges from the right side of the corridor. Jump and grab the ledge above the slab, then jump across to the ledge on the left. Climb up to the L-shaped ledge and shimmy around the corner to the left so that the Prince can leap from the wall onto the floor.

The large, spike-filled pit up ahead has a lone Buzzsaw guarding the wall on the left and a pair of vertical Buzzsaws to keep intruders at bay on the right. Wait for the saw on the left to reach the far end of the pit, then step onto the narrow ledge and drop into a hanging position. Shimmy along the ledge to the far side of the pit and climb up once the Buzzsaw is out of harm's way.

THE DEATH OF A SAND KING

The Prince finds Farah at the Reception Hall just as he had hoped, but she is far from alone. Not only is an army of Sand Creatures swarming her, but they appear to be led by an undead version of the Prince's father. The Prince knows that his father isn't as he once was and exceptions cannot be made—it's either kill or be killed!

This is, by far, the Prince's toughest battle yet. Fortunately, though, he has some backup. Farah remains near the entryway and uses her bow to the best of her ability to aid the Prince during the battle. Although the Sand Creatures focus on the Prince most of the time, some will attack Farah. The Prince must ensure not only his own survival, but that of Farah's as well.

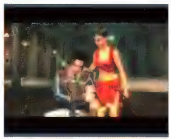
The first step in winning this battle is to stay near the entryway so that Farah can help stun the enemies with her archery skills. Even more important, however, is knowing how to deal with each individual enemy. The Sand Creatures with the double-ended halberds (dressed in blue) can twirl their weapons fast enough to keep the Prince from vaulting over them. Save the vault and attack technique for the enemies dressed in red and retrieve the sand from these weaker foes to fill up each of the Prince's Power Tanks.

Save the Sand King for last and concentrate on the Sand Creatures dressed in blue when the ones in red have been eliminated. Attempt to lure them toward Farah so that she can fire an arrow at them. Attack immediately after the arrow hits to send them to the ground. When fighting far away from Farah, rely on the wall rebound attack and the Power of Restraint technique to freeze them with the Dagger. Stay on the move and take up a defensive posture when not attacking.

The Prince and Farah need to dispose of 16 Sand Creatures before they can focus on the Sand King. The Prince's father was a master swordsman and the Sand King has certainly retained the abilities of its former self. For this reason, don't rely on the Prince's counterattacks, as the odds of them going unblocked are slim. Instead, use the Power of Restraint ability to freeze the Sand King, then slash it in two with a leaping strike. If this attack gets blocked, maneuver the Prince so that the Sand King turns his back to Farah. By doing so, she can pierce his vulnerable backside and leave him susceptible to a flurry of attacks.

TATTERED CLOTHING

The Prince's finely tailored duds will slowly become torn apart throughout his time in the Palace of Azad. The first piece of clothing to go is his left sleeve. Curious to know how close you are to righting the Vizier's wrongs? If so, just look at the Prince. The more scars and torn clothing he's sporting, the closer he is to the end of his quest!



I'll Try to Find a Way In

THE PRINCE'S PATH

1. Destroy the Sand Creatures near the pond.

2. Open the gates to the tower.

3. Defeat the Sand Creatures guarding the entrance.

ENEMIES

Sand Creature w/Twin Daggers

Sand Creature w/Spiked Club

Sand Creature w/Halberd

TRAPS

N/A

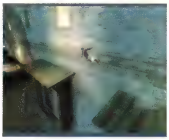
SAND CLOUDS

1. Atop the steps near the pond, on he right.

2. Opposite the doorway leading inside the tower. It's near the edge of the landing.

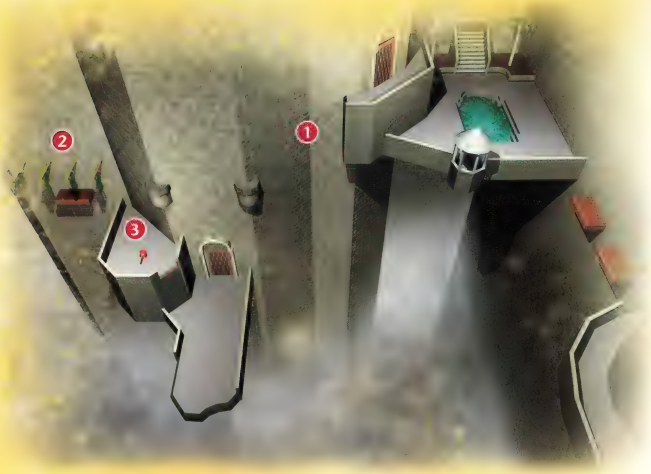
Battle by the Pond

Use the fountain to regain any lost health, then follow Farah toward the base of the tower by running along the wall to the left. There are a number of Sand Creatures roaming around near the pond by the gazebo. Farah will draw her bow and provide cover fire from atop the nearby awning. Run along the wall to reach the patio near the pond and prepare for battle.



This battle involves a total of 15 familiar Sand Creatures. Stay on the move to avoid getting surrounded and always keep the enemies between the Prince and Farah's location; if not, the Prince may get shot with an arrow. Farah does a good job of wounding enemies, so focus on finishing them off when they start to hunch over. Approach a doubled-over Sand Creature and use an overhead strike to knock them down, then retrieve the Sand with the Dagger.

Farah jumps over to the area near the pond as soon as the first dozen or so enemies have been defeated. Use the Power of Restraint to freeze an enemy or two if three or more close in simultaneously. Retrieve the nearby **Sand Cloud** before stepping into the Sand Vortex.



1 Run up the steps toward the main gate leading into the palace tower and approach the crumbling ledge. Run along the wall near the torch and hold the Special Action Button to make the Prince slide down the face of the wall onto the green circular rooftop.

2 Run along the wall to the second green rooftop, then to the first of the flagpoles sticking out of the side of the palace. Swing from pole to pole to reach the green rooftop in the distance.

3 Turn back around (in the direction from which you just came) and run back along the wall and down onto the wooden awning below the flags. From there, run along the wall toward the doorway and drop down onto the landing.

Turn the crank in the center of this landing to raise the gate below. Use the sword to smash the two barrels and lower the Prince into a hanging position on the flat edge. Drop onto the ledge directly below, then onto the floor below. Retrieve the **Sand Cloud** near the edge and prepare for another battle.

Battle at the Entryway

More enemies attack the Prince again here as well. Additionally, the red-cloaked creatures with the halberds also make an appearance. Use Wall Rebound attacks and plenty of vaults to keep the enemies' blades from hitting their marks. Retrieve the Sand as quickly as possible and try to keep the Prince's Sand Tanks and Power Tanks completely full, as the Power of Haste will come in handy soon.

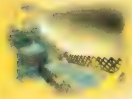
The fight doesn't end once the first seven Sand Creatures have been defeated. Take a breather and go inside to lure the remaining creatures out of their hiding spots. Use the walls and pillars inside for Wall Rebound attacks and continue the fight until all 15 Sand Creatures have been destroyed.

CLIMBING THE TOWER WAREHOUSE

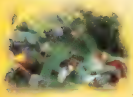
THE PRINCE'S PATH

1. Scale the interior of the tower to reach the gate at the top.

2. Locate Farah and see if she can help the Prince.



3. Solve the warehouse puzzle at the top of the tower.



4. Defeat the Sand Creatures that attack in the warehouse.

5. Help Farah get down off the platform and out of the warehouse.

ENEMIES

Sand Creature w/Halberd

Sand Creature w/Sledgehammer

TRAPS

Buzzsaw

Pit of Spikes

Pinching Spikes

Spiky Poles

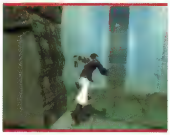
Floor Spikes

SAND CLOUDS

1. Atop the stack of crates on the floor of the warehouse, to the right of the gate.

MAGIC FOUNTAIN

Back on solid ground, turn to the left and run along the wall under the Buzzsaw to reach the hole in the wall. Pass through the sheer curtains hanging down over the opening and follow the corridor to the mysterious rope bridges. Don't forget to have another drink from the Magic Fountain. This makes the Prince's Life Bar grow in size yet again. ✦✦✦

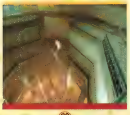


THE TOWER INTERIOR

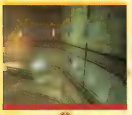
1. Climb up the pile of rubble and grab the ledge on the wall. Get onto the ledge and sidle along the edge to the right.

2. Above the window, jump from the ledge and grab the metal bar between the two columns. Swing from bar to bar to cross the room to the bar on the other side.

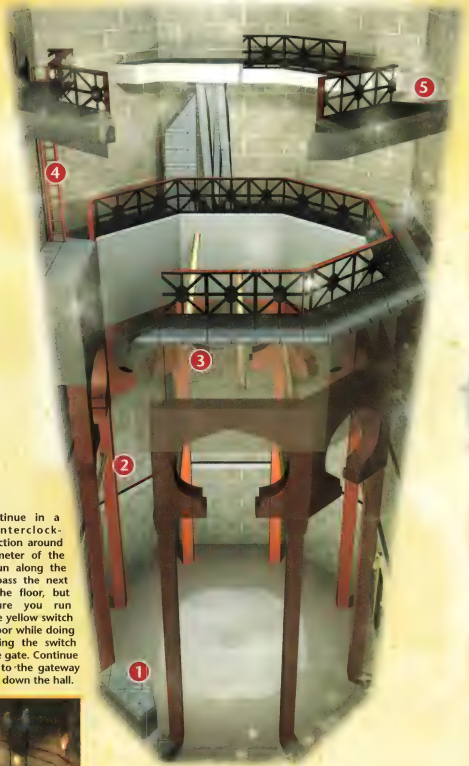
3. Swing from the fourth bar toward the wall and immediately leap from the wall up toward the upper bar. Swing from bar to bar to reach the floor near the top of the tower.



4. Climb the ladder to the second upper level and walk past the gate to the twin Buzzsaws. Wait for the saws to move up the wall and quickly run along the wall underneath them.

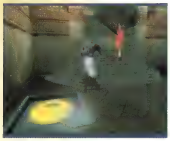


5. Continue in a counterclockwise direction around the perimeter of the tower. Run along the wall to pass the next gap in the floor, but make sure you run across the yellow switch on the floor while doing so. Pressing the switch opens the gate. Continue the loop to the gateway and head down the hall.



FINDING FARAH

Once inside the hallways atop the tower, head to the right and run along the wall to avoid the pit of spikes set into the floor. Head down the stairs on the right and step on the yellow switch to raise the gate. Now Farah can come inside.



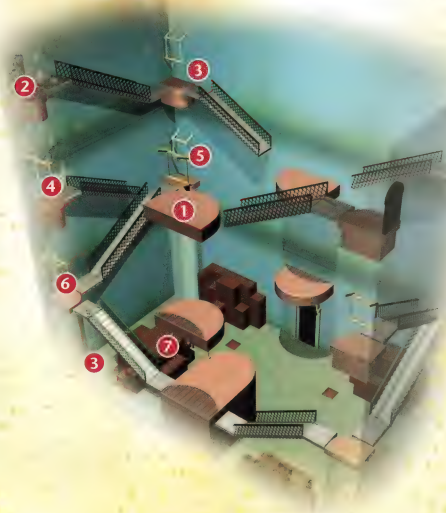
With the pair back together again, return up the stairs and approach the gate on the right. Farah locates a large crack in the wall next to the door and uses it to slip through to raise the gate for the Prince. Continue along to the top of the warehouse.

THE WAREHOUSE PUZZLE

The Prince and Farah enter the warehouse on a ledge high above the floor. Inside this room, there is a series of ramps in the corners that can be rotated 90-degrees by utilizing the levers hanging above each corner landing. Solving the puzzle of the moving ramps is a two-person job and, fortunately, Farah can help.

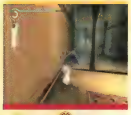
NOW IT'S YOUR TURN!

The Prince and Farah must take turns throwing the levers if they are to safely make it down to the floor. The Prince must descend the far side of the room, while Farah takes care of the near side. Locate the white symbols on the floor and walls and leap from them to grab the levers.



1. The first lever is directly ahead of the entryway and only the Prince can reach it. Run along the wall on the left and leap from the white insignia on the wall to grab the lever. Beware the pinching spikes below the lever—wait for Farah to throw her lever, then drop down and quickly step onto the ramp leading up to the corner.

2. The Prince must double back to Farah's location before continuing. Run up the ramp to the doorway in the corner and pull the switch in the corridor to open the gate at the end. Carefully run past the Spiky Poles and around the Floor Spikes to escape the hall. Keep moving straight ahead to return to the room near the crack Farah slipped through.



3. Now back in the warehouse near the original entrance, head down the ramp on the right toward Farah. After doing so, run along the wall to reach the lever in next corner.

4. The next lever, which Farah pulls, rotates the ramps near the Prince. Descend the ramp straight ahead and pull the next lever.

5. Only one ramp rotates when Farah pulls the next lever. Descend this ramp back in the direction from which the Prince just came to reach the next lever.

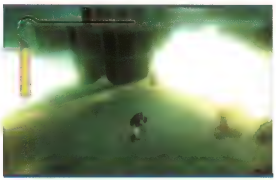
6. Pull the final lever to rotate the lowermost ramps so that Farah and the Prince can reach the large platform rising above the floor of the warehouse floor.

7. The duo is still too high above the floor for an injury-free descent. Drop into a hanging position on the edge of the platform on the right-hand side (as viewed from the center of the room) and leap onto the stack of crates. It's now safe to drop from the stack of crates.

Battle in the Warehouse

It turns out that it was for Farah's own good that she couldn't make the leap down to the floor of the warehouse, being that an army of Sand Creatures was lying in wait! It's also good for the Prince, because Farah can fire arrows from the platform above with no problem. For this reason, stay near the center of the room so that Farah can assist the Prince during the battle.

In addition to the Sand Creatures with the lengthy halberds, this fight also has a much larger foe that just so happens to wield a sledgehammer in battle. It doesn't take more damage to defeat the foes with the sledgehammers, but they are far better at blocking attacks. The sledgehammer's lengthy shaft gives their weapon a surprising amount of reach, plus it makes for a good tool to block sword strikes. Wall rebound attacks seldom hit their mark, so perform vaulting attacks against them instead.



Stay on the move and focus on the creatures with the halberds and let Farah weaken the Sand Creatures with the sledgehammers. Nevertheless, don't rely on the Prince's blocking ability too much when squaring off against one of the beefier Sand Creatures with the sledgehammer. Although it's possible to block straight overhead strikes, the Sand Creature will often swing the sledge at the Prince's legs. To prevent this from happening, simply dodge out of the way.

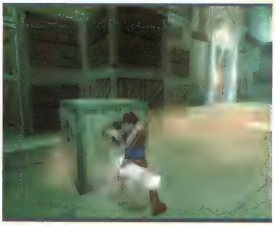
Continue to fight the enemies until all the maximum number of Power Tanks have been created, then use the Power of Haste by pressing the Special Action Button followed by the Sands Button. This freezes all the enemies that appear in the next 10 seconds. Rush toward each enemy and press the Attack Button twice to slice a foe in half. If any Sand Creatures remain after using this attack, take advantage of the lull in the battle to refill the Prince's Life Bar via the fountains near the gate. There are a total of 16 enemies to contend with in this battle.

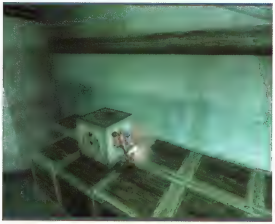
Help Farah to the Floor

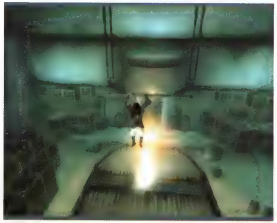
The two switches on the warehouse floor control an elevator-like lift that makes it possible for Farah to reach the floor safely. Locate the crate on the floor with the insignias (near the stack of supplies to the right). Slide this crate into place atop one of the switches.

An identical crate is located atop the pile of supplies to the left. Push this crate off the stack and onto the floor, then slide it onto the other switch. This causes a small lift to rise in front of the platform where Farah is located.

Retrieve the **Sand Cloud** from atop the stack of crates to the right of the gated door leading out, then climb up to reunite with Farah. Run up the wall toward the yellow symbol and jump to the lever. Pulling this lever opens the door leading out of the warehouse. Step into the Sand Vortex to get a glimpse of what's coming next.







THE SULTAN'S ZOO

THE PRINCE'S PATH

1. Defeat the Sand Creatures that attack outside the zoo's main entrance.

2. Find a way over the zoo's wall and let Farah inside.

3. Scale the birdcage to open the gate leading into the interior of the zoo.

4. Survive the zoo caves' booby traps to reach the other side of the mountain.

ENEMIES

Sand Creature w/Sledgehammer

Sand Vultures

Sand Beetles

TRAPS

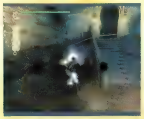
Spiky Pit

Rotating Blade

Floor Spikes

Buzzsaws

SAND CLOUDS



1. To the right of the steps leading out of the tower to the zoo.

2. Inside the animal cage in the zoo interior.

A DAY AT THE ZOO

Follow the hallway leading from the warehouse outside to the zoo's entrance. Leap across the spiky pits and wait for Farah to do the same. Descend the steps to the outer area of the zoo and retrieve the **Sand Cloud** next to the steps.

It's time to find a way into the zoo, but first the Prince must dispatch the Sand Creatures approaching from across the yard. Lure the four Sand Creatures with the sledgehammers toward Farah so that she can assist in the battle. Use the Power of Restraint to freeze the enemies, then let the Prince slice them in half one at a time.

The Prince must find a way over the zoo's wall so that he can raise the gate for Farah. Pay a visit to the Sand Vortex near the statue of the bear to get a vision of what's to come and to save your game.

1 Jump onto the ledge to the left of the Sand Vortex, then climb the palm tree. Leap from the tree to the upper ledge near the larger tree and drop down onto the ledge on the other side.

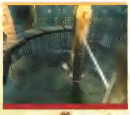
2 Run and leap toward the skinny branch sticking out from the tree between the cliff and the zoo wall. Swing from this branch onto the top of the wall, then drop down the other side. Step onto the switch to open the gate for Farah.

Farah enters the zoo just in time to help fend off a group of five Sand Vultures that are descending from the top of the aviary. Stand back near the switch and wait for the birds to swoop in. Farah can take most of them out with her arrows, but keep the Prince in a defensive posture just in case any of them get too close. The Sand Vultures will spread their wings and back off a bit before lunging toward the Prince. Wait for them to perform this motion, then immediately swing the sword at them. Blocking one of their lunge attacks actually momentarily stuns the creatures. Consider going on the defensive if you have trouble blocking.

3 Enter the torch-lit cave and slide the wooden crate away from the wall to reveal a small tunnel near the floor. Farah crawls through this tunnel to the nearby animal cage. Once there, she pulls a lever that opens the door to the giant birdcage.

1 Locate the two bars protruding from the column near the entrance and jump to grab the lower of the two bars. Swing from the lower bar to the wall, then leap from the wall to grab the upper bar.

2 Swing across to the short bar extending from the other column and then, from there, swing over to the first wooden platform.



3 Run counterclockwise along the wooden platform and take a running leap off it to grab the lengthy metal bar positioned between the two columns. Swing from this bar onto the platform across the cage.

4 Jump and grab the bar close by and swing from it to the one above it. Repeat this same procedure to reach the third of these stepped bars, then swing across to the wooden platform on the far side of the cage.

5 Once on the platform, head to the right and climb the ladder to the uppermost platform.

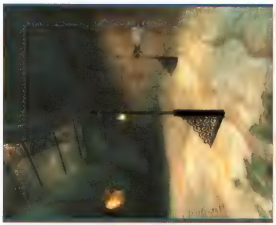
6 Run along the side of the cage in a counterclockwise direction to the other wooden platform. Now run along the side of the cage once again to reach the metal bar sticking out into the center of the cage.

7 **Shimmy along the metal bar toward the center of the cage, then swing across to the wooden platform near the hole in the cage wall.**

Jump across to the small ledge on the side of the cliff. Run up the cliff face and leap onto the tiny tree branch. Swing from this branch to the birdcage's roof and rotate the lever to raise the gate leading into the tunnels below the zoo. Jump from the top of the birdcage to the ledge with the Sand Vortex on it.

The Zoo Interior

Descend the side of the cliff via the ledges, then drop into a hanging position on the two bars holding the torches. Swing from bar to bar to regain solid ground near the newly-opened gate.



Continue along the upper ledge and run up the wall at the far end. Leap from the wall to grab the lever, which causes a ladder to rise up from the ground below. The ladder enables Farah to rejoin the Prince.

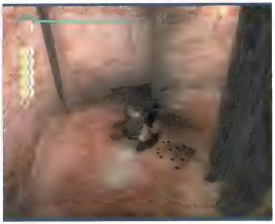
Descend the dark tunnel leading down into the interior of the zoo. Turn into the first room on the left and fend off the Sand Beetles. Continue swinging the sword while moving toward each Sand Beetle enemy in quick succession to keep them at bay and to protect Farah.

Climb onto the rocky ledge, smash the two barrels, then run along the cave's wall. Now jump to the lever hanging down from the ceiling. Pulling this lever opens the gate to the cage in this room. Swing from the bar back to the wall to safely drop down.

Enter the animal pen and retrieve the **Sand Cloud** from atop the ledge. Pull the crate away from the wall to reveal another small tunnel. Farah crawls through the tunnel to the adjacent cage and steps on a switch that opens a door further down the hall. Descend deeper into the rocky corridor, past the gate that Farah is holding open.

The Trapped Way Out

Smash the barrels near the gate to reveal a lever. Pull the lever to open the gate at the far end of the corridor. Additionally, this also starts the maniacal defense mechanisms.



Hurry down the hall to the first rotating blade and follow it as it passes over the floor spikes. Step between the shaft of the blade and the panel of floor spikes to pass the first obstacle in one piece. To get past the next two rotating blades, run by them on the side *without* the floor spikes. Perform a quick somersault as the blade swings back around to avoid taking any damage.

Run and jump across the first pit of spikes. Wait for the pair of Buzzsaws on the wall near the second pit to climb high on the wall, then run along the wall to the exit. Tiptoe across the floor spikes near the gate to reunite with Farah outside the cave.

CLIFFS AND WATERFALLS

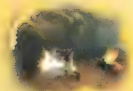
THE PRINCE'S PATH

1. Scale the cliffs above Farah to find a place to reach the top of the waterfall safely.

2. Defeat the Sand Vultures that attack atop the waterfall.

3. Open the gate to the next area of the palace.

4. Descend the cliffs and reunite with Farah inside the palace.



5. Battle past the Sand Beetles to the entrance to the baths.

ENEMIES

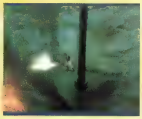
Sand Vultures

Sand Beetles

TRAPS

N/A

SAND CLOUDS



1. On the ledge near the third tree the Prince will climb.

ROCK CLIMBING

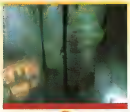
Leap across the gap in the rope bridge directly in front of the entrance to view the vision at the Sand Vortex. Save your game, then return to Farah's location on the ledge.

1 Run along the wall to the ledges where the tall trees are growing. Climb the first tree and leap over to the second one. Climb the second tree and leap onto the rocky ledge high up on the cliffs.

2 Run along the cliff face high above Farah and grab the crack in the rocks to the right to keep from falling.

3 Shimmy along the crack in the cliff to the tall tree and leap across to grab it. Slide down the tree and retrieve the **Sand Cloud** on the ledge.

4 Grab the tree the Prince just descended and climb halfway back up it. Leap from this tree directly to the tree on the right and climb to the top of this middle tree. Rotate around the side of the tree and jump across to the tree on the tiny ledge near the waterfall.



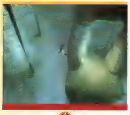
5 Climb the tree to the top and leap from the tree to the ledge at the base of the uppermost waterfall where the water is pooling up.

Sand Vultures will attack the Prince on this ledge. Draw the sword and stay near the edge of the cliff to see the Sand Vultures clearly. Hold a defensive stance and wait for the birds to lunge against the Prince's sword. Strike them down while they lunge or block their attack and quickly counterattack. There is a total of eight Sand Vultures to contend with.

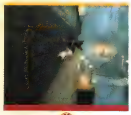
6 Drop into a hanging position on the edge of this ledge and shimmy over to the rope bridge to the right. Carefully leap across the bridge to the dilapidated cupola.

7 Rotate the lever in the cupola to open the gate below. Farah will cross the two lower rope bridges and wait for the Prince near the gate.

8 Approach the cliffs to the left of the cupola and run along the rocks, then jump to the nearby tree. Use the pair of trees on these ledges to descend to the arched outcrop below. Jump from the second tree to the grassy ledge below the cupola.



9 Cross under the arch and run along the wall on the left to carefully drop down near the rope bridge by the entrance. Rejoin Farah inside the palace.



TIME FOR A BATH

Dispatch the Sand Beetles in the lengthy corridor leading away from the rope bridges and use the fountain to regain any lost life. There are two groups of Sand Beetles so be prepared for a second skirmish. Continue down the corridor to the entrance to the baths.

THE BATHS

THE PRINCE'S PATH

1. Defeat the Sand Creatures inside the first area of the bathhouse.

5. Pull the two levers that open the trapdoor at the back of the private bath.

2. Move the statue onto the switch and cross the booby-trapped hall leading to the Sultan's private bathing area.

6. Push the stone block through the trapdoor and position it under the ladder in the lower baths.

3. Defeat the Sand Creatures inside the luxurious bathing area.

7. Explore the rafters of the lower baths to find another way out of the area.

9. Cross the upper area of the private bath to locate a new sword.

4. Activate the three switches to gain access to the lever controlling the water.

8. Defeat the Sand Creatures in the large room adjacent to the private bath.

10. Use the new sword's additional strength to unearth a secret exit.

ENEMIES

Sand Creature w/Twin Daggers

Sand Creature w/Chain

TRAPS

Swinging Spiked Log

Rotating Blades

SAND CLOUDS

1. In the alcove near the lever that controls the bathwater.

2. On the ledge above the ladder in the lower baths.

3. On top of the far balcony above the Sultan's private bathing area.

IN HOT WATER

The Prince and Farah are met by a large contingent of Sand Creatures inside the palace's bathhouse. Although the female Sand Creatures should look familiar, this battle introduces a new foe. The Sand Creatures slinging the heavy chains are quite deadly, as they can attack fast and hard. They can block some attacks with the chains, properly executed Wall Rebound attacks and vaulting attacks will make things easier.

Maneuver around the room to keep the Sand Creatures between the Prince and Farah, who remains near the hole in the wall. Don't worry about destroying one specific type of enemy first, as they all have similar fighting styles. After defeating the first seven enemies, run up the steps to the other half of the room to lure the others out of hiding. Farah follows the Prince up the stairs to the other portion of the room.

POWER TANK FILL-UP

Refrain from using any special Power Attacks during this battle. Instead, make sure the Prince has a full set of Sand Tanks and Power Tanks at the end of the battle. It's important to have the use of the Power of Haste in an upcoming battle!

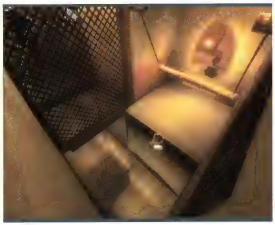
The battle continues in the upper half of the room in much the same fashion. Stay near the top of the steps so that Farah can be as effective as possible. Move the Prince from one enemy to the next to keep them stunned and on the defensive at all times. Keep track of which enemies get wounded first, then retrieve their Sand before they get a chance to heal. Including the enemies near the entrance to this room, you must defeat a total of 18 Sand Creatures. Step into the Sand Vortex after the battle.

GOOD FOR DRINKING, BAD FOR CLIMBING

The Prince can drink from the puddles of water in the bathhouse at any time, but it does inhibit his climbing ability. He cannot perform his trusty wall running maneuver if his shoes are wet.

Head up the steps away from the entrance to the back area of the bathhouse. Locate the statue in front of the large crack in the wall and slide it aside to let Farah slip into the next area. Move the statue onto the switch in front of the gate to hold the doors open.

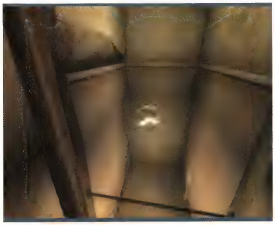
The Connecting Hall



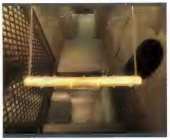
Upon entering the hallway leading away from the rustic bathhouse, a spiked log starts swinging back and forth across the entrance. Quickly somersault into a hanging position at the edge of the floor, then drop down into the trench below.

This hallway leads to the Sultan's more opulent bathing area. Understandably, it is more treacherous to cross than previous areas. Run up the far wall and leap into a hanging position on the bar near the large void in the floor. Swing across to the bar on the far side, then jump down onto the floor to prepare for the climb back up.

Both sides of this trench-like corridor are nearly identical. Use the cracked ledge halfway up the wall to climb to the top, but prepare to dodge another swinging log. If he can't avoid it, it will knock him into a deadly freefall.



Stand on the middle of the floor and run up the wall on the right. Jump back and forth from wall to wall until the Prince grabs the large crack on the left. Shimmy along this ledge to the far end of the trench where the crack is much smaller. This way, the fracture won't interfere with the Prince's ability to wall jump.



Leap from a hanging position on the wall to the other side, then jump back and forth from wall to wall until to reach the top of the trench. Wait for the swinging log to pass overhead and quickly hoist the Prince up and somersault through the doorway to escape.

Battle at the Private Bath

The Prince exits the corridor and enters the Sultan's private bathing area. Unfortunately, he and Farah are not alone. More Sand Creatures are in here as well. This time, the Prince and Farah must destroy 19 Sand Creatures before the room will be clear of danger.

Farah, who remains on the ledge near the crack in the wall, uses her archery skills during this battle. There is a lull in the battle after the seventh enemy goes down in defeat, so use this opportunity to drink some water and freshen up.

TURNING OFF THE WATER

The first task is to locate the three switches that open the gates in the alcove. Farah stands on the first switch, which is located in the center of the pool atop the steps in the center of the room. Walk past Farah toward the front of the room and push the statue on the left flush against the wall to activate the second switch. The third switch is to the right of the statue; to activate it, run up the wall and step on it.

Head down the steps and enter the alcove with the three recently raised gates. Retrieve the **Sand Cloud** in the center of the hall, then rotate the lever at the far end to turn off the water. With the water off, the Prince can explore the area more easily.

EXPLORING THE SULTAN'S PRIVATE BATH

There is a wooden trap door in the back-left corner of the room. It must be raised to allow so that a crate can be pushed through the opening. Ultimately, the Prince needs to reach a room high above the floor of this private bathing area. But to get there, he must travel across the rafters of the common bathhouse. The crate makes this all possible.

1. Approach the back-left corner of the room and locate the ledges sticking out of the wall near the corner. Run up the wall to grab the ledge, then leap into a hanging position on the bar.

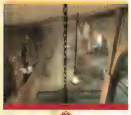
2. Swing from the bar to the partial stone column that extends down from the ceiling. Once on the column, leap to the column with the tall stone base.

3. Leap from the second column onto the bar to the right and shimmy along the bar to the portion that is perpendicular to the wall on the right.

4. Swing from this bar to the next one, then get into a hanging position on the lever in the corner. This raises the trapdoor about halfway up.

5 Now head to the back-right corner of the room and run up the wall into a hanging position on the ledge there.

6 Shimmy along the bar to the portion that is perpendicular to the wall. Turn and face the bars in the distance and swing over to the second bar.

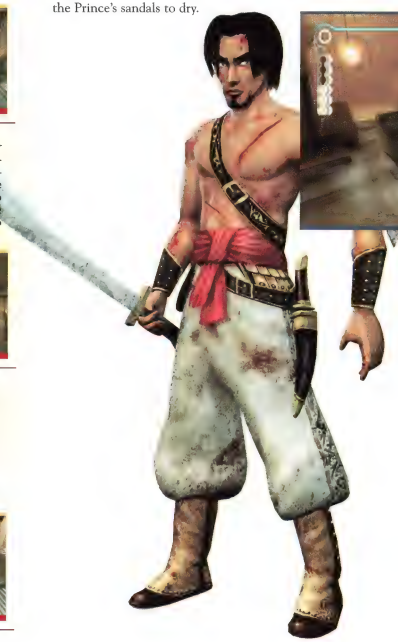


7 Move hand over hand around the corner of this bar to the portion that is parallel to the wall. Leap from the bar to the stone column on the right, then jump over to the second column.

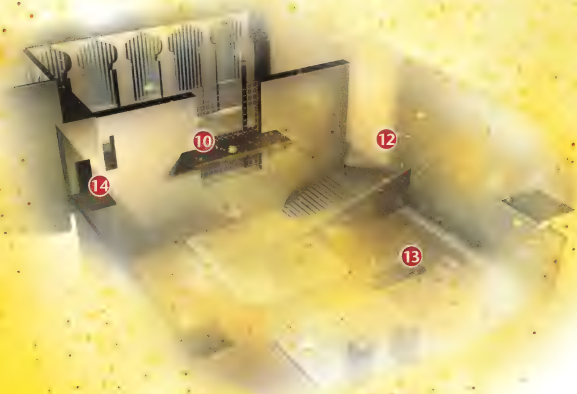
8 Jump from the second column to the bar near the wall. Shimmy around the bend in the bar and swing from bar to bar until the Prince is hanging on the lever in the corner. This opens the trapdoor all the way.

Return to the back of the room where Farah is waiting and locate the large stone block. Slide this block through the trapdoor opening in the bottom of the wall to make it drop to the lower bath area. Head back through the deadly connecting hallway in the exact same manner as before (see map).

Back in the less-luxurious bathing area, notice the stone block near the wall on the left. Slide this block through the water on the floor to the break in the wall on the left. Push the block through this hole (where the water cascades down to the lower level) to drop it down to the floor near the Sand Vortex. Slide the block underneath the ladder, climb onto the block, and wait for the Prince's sandals to dry.



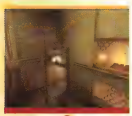
11
9


10
12
14
13

9 Climb the ladder and retrieve the Sand Cloud on the ledge. Jump and crawl through the opening in the wall to the other side of the room.

10 Drop down onto the ledge and step through the hole in the fencing to return to the previous side of the room. The Prince should now be on a narrow ledge high on the wall.

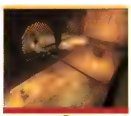
11 Leap from the ledge to the upper portion of the wooden post. Turn and leap from this post to the wall with multiple ledges.



12 Shimmy along the upper ledge in a hanging position to slip through the hole in the bars. Alternate between the upper and lower ledges to work around the perimeter of the room in a clockwise direction.

13 Jump from the ledge to the bar, then swing over to the first wooden platform. Run along the wall to the next platform, then head for the one near the hole in the wall.

14 Go through the hole in the wall to the balcony. Run up the wall and jump for the bar. Swing from bar to bar to reach the narrow ledge located across the room (above the trapdoor).



The Fight Above the Baths

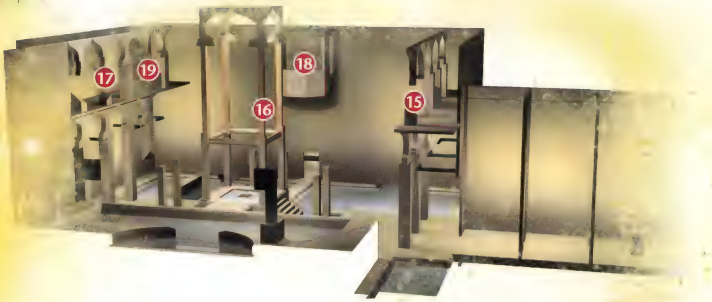
Smash the barrels near the hallway entrance and step on the switch to open the door to the next room. Sprint past the rotating blades and enter the room at the end of the hall. Now it's time to fight!

Farah isn't here to help, but hopefully the Prince's Sand Tanks and Power Tanks are full. Like the two previous battles in the bathhouse, this one is against Sand Creatures wielding pairs of daggers and chains. Begin the fight by vaulting and attacking the enemies one at a time, then wait for some more enemies to join the fray. Weaken this group of enemies and utilize the Power of Haste to put a quick end to their existence.

There are a total of 14 enemies in this fight. Although the Power of Haste is helpful in dispatching multiple enemies quickly, it leaves the Prince's Power Tanks devoid of Sand. If this happens, retrieve Sand from the next several enemies so that he can use the effective Power of Restraint technique to freeze enemies.

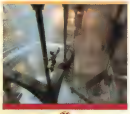
ABOVE THE SULTAN'S BATH

Save your game at the Sand Vortex and pay close attention to the vision. Head up the stairs to a balcony above the floor of the Sultan's bathing area. There is even a new weapon on the balcony across the room—the hard part is actually getting there!



15 Pull the armoire away from the wall and move it to the balcony. Climb onto it, then jump and grab the bar that entends outward from the wall.

16 Shimmy to the far end of the bar and swing across to the columns above the central bath. Leap from column to column until the Prince is on the column in the corner opposite the one he first landed on.



17 Leap from the final column to the short bar above the edge of the balcony across the room. Drop down to the floor and retrieve the **Sand Cloud**.

18 Approach the back of the room and run along the wall toward the candles. Look on the table in the next balcony for a new sword!

19 Run back along the wall to the previous balcony and put the new weapon to use by smashing through the doorway straight ahead. This reveals a hidden tunnel that leads back to the ground level of the room where Farah awaits.

NEW WEAPONRY

The Prince will acquire several different swords throughout the game. Each new sword automatically replaces the previous sword in the Prince's shoulder harness. Beginning with this one, the Prince can now smash through cracked walls. Be on the lookout for secret entrances!

MAGIC FOUNTAIN

Stop halfway through the secret corridor and locate the cracked section of wall on the right. It looks like there was an opening in the wall that had been hastily concealed, but now it's ripe for a reopening. Use the sword to smash through the wall to reveal a secret passageway leading to another drink from a Magic Fountain. ✦✦✦

Break through the wooden door at the end of the hidden corridor leading down from the balcony. Locate Farah and loop around to the other side of the bath. Find a cracked wall with small traces of light shining through. Break through the wall and descend the steps to the underground ruins.

DAYBREAK AT THE MESS HALL

THE PRINCE'S PATH

1. Cross the underground ruins to reach the corridor leading to the soldier's mess hall.

2. Survive the fight against the Sand Creatures in the large room.

3. Defeat the Sand Creatures at the mess hall.

4. Get Farah out of the mess hall and across the drawbridge.

5. Defeat the Sand Creatures on the drawbridge to gain access to the portion of the palace across the chasm.

ENEMIES

- Sand Beetles
- Sand Creature w/Double-Bladed Halberd
- Sand Creature w/Meat Hook
- Sand Creature w/Armor and Large Sword

TRAPS

- Spiky Poles
- Floor Spikes

SAND CLOUDS

1. On a rocky platform in the center of the underground ruins area.

2. Atop the arch in the mess hall.

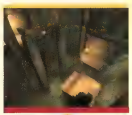
3. In the room with the lever that controls the drawbridge.

UNDERGROUND RUINS

The Prince and Farah have been fighting Sand Creatures and exploring the palace throughout the night and the sun will be rising soon. Too bad the duo is now deep underground in an area that hasn't seen many visitors in quite some time.

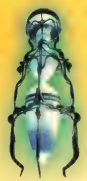
1 Pull the large stone altar away from the wall to reveal a small tunnel near the floor that Farah can crawl through. Slide the altar to the outlined area to the right of the torch. Then climb onto the altar, run up the wall, and leap to the bar near the edge.

2 Swing across to the second bar, then swing and drop down to the rocky island in the center of the cavern.

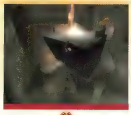


3 Jump across to the ledge on the left near the wall with the large torch on it.

4 Carefully shimmy along the ledge leading into the slot and drop to the lowest ledge. Climb onto the ledge, then jump back and forth between the two rock walls to reach the upper ledge on the right.Carefully shimmy along the ledge leading into the slot and drop to the lowest ledge. Climb onto the ledge, then jump back and forth between the two rock walls to reach the upper ledge on the right.

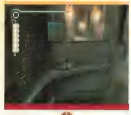


5 Sidle along the ledge away from the slot toward the rocky platform with the **Sand Cloud** on it. Jump from the ledge to this platform.



6 While facing Farah in the distance, drop off the right-hand side of this platform into a hanging position on the crack in the rocky support. Shimmy around the front of the platform (the side near Farah) to the other side, then leap onto the rocky ledge by the torch.

7 Follow the path to the right and climb up the pair of ledges to reunite with Farah by the exit.



THE PATH TO THE MESS HALL

Rotate the lever in the center of the room beyond the door and prepare to battle a small group of Sand Beetles. Slash the half dozen or so Sand Beetles to clear the way for Farah.

Head down the hall and pull the altar away from the wall to reveal another tunnel for Farah to crawl through. Wait by the edge of the lengthy void, as Farah steps on a switch that causes three stone slabs to emerge from the walls. This makes it possible to cross. Run along the walls from one platform to the next to rejoin Farah at the far end. Follow her up the ladder to a large meeting room and prepare for a fight.

The battle in the large room up ahead is one of the toughest fights yet. The Sand Creatures with the double-bladed halberds can easily knock the Prince to the ground if he attempts a vaulting attack, however, they are susceptible to wall rebound attacks. On the other hand, the Sand Creatures with the meat hooks will consistently block wall rebound attacks, so it's better to attack them head on or during a vault.

There are only four enemies during the first wave of the battle. Use this time to refill any lost Sand Tanks. Only go for the retrieval when no enemies are within striking distance, since the Prince is utterly defenseless while performing the retrieval.

Use the Power of Haste when the second batch of enemies appears. This helps the Prince get deep into the battle with less chance of getting injured. There are roughly 20 Sand Creatures to defeat in this battle. It's important to note that because of the design of the mess hall, Farah is right in the middle of things for much of the fight. Pay close attention to her life bar and rush to her aid when necessary.

Stay on the offensive and keep moving from enemy to enemy. Watch for injured Sand Creatures near Farah and rush toward her to finish them off before they regain their energy. After the fight, save your game at the Sand Vortex.

Break through the cracked bricks placed over the doorway in the corner. Drink from the fountain to regain lost health, then continue to the locked door at the end of the hall. Smash the barrels off to the side to find a concealed switch in the floor and step on it to open the door to the mess hall.

Food Fight!

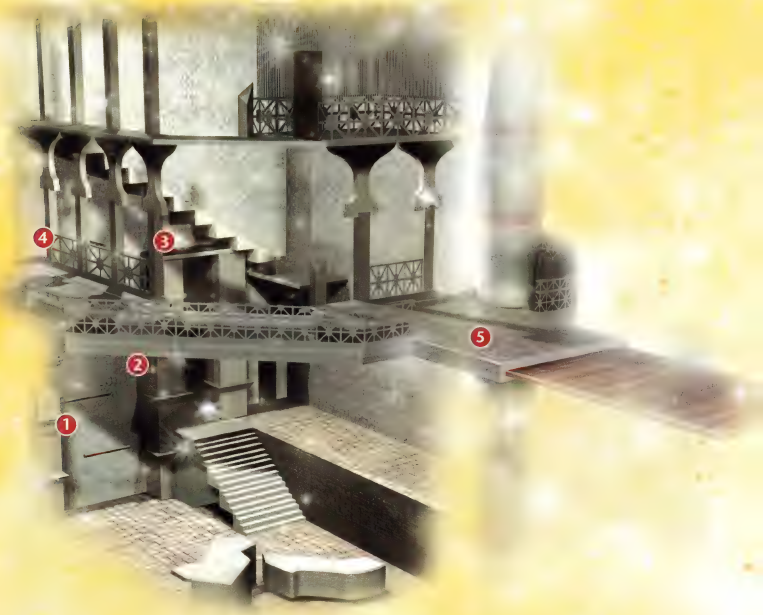
A small army of Sand Creatures greets the Prince and Farah in the mess hall. A new enemy even makes its first appearance here. These larger Sand Creatures wear a layer of armor on their left arms, plus they wield a very large sword. Although they possess great defensive skills and impressive strength, they are very vulnerable to wall rebound attacks.

Farah takes up position at the top of the stairs to the left, leaving the Prince to roam about to the far right. Stay clear of the tables, as they can limit the Prince's mobility. Use the wall to the right to perform a series of wall rebound attacks, followed by a Sand retrieval whenever possible.

There are 16 Sand Creatures in the mess hall. Use wall rebound attacks to take out the big guys and jab with the Dagger to utilize the Power of Restraint to freeze the creatures with the halberds. Visit the Sand Vortex that appears atop the steps after the battle.

A SOLDIER'S MESS HALL

Farah must wait near the Sand Vortex for the Prince to find a way for her to get out. Stop for a drink at the fountain below the steps, then climb the pile of rubble to begin the long arduous climb out of here.



1. Stand on the rubble and face the wall. Run along the wall to the right, grab the bar, and swing to the second bar. Then swing over to the ledge on the pillar in the corner of the room.

2. Shimmy along the ledge to the right-hand side of the pillar and leap to the bar near the windows. Swing from the bar to the ledge near the tall arch to the right.

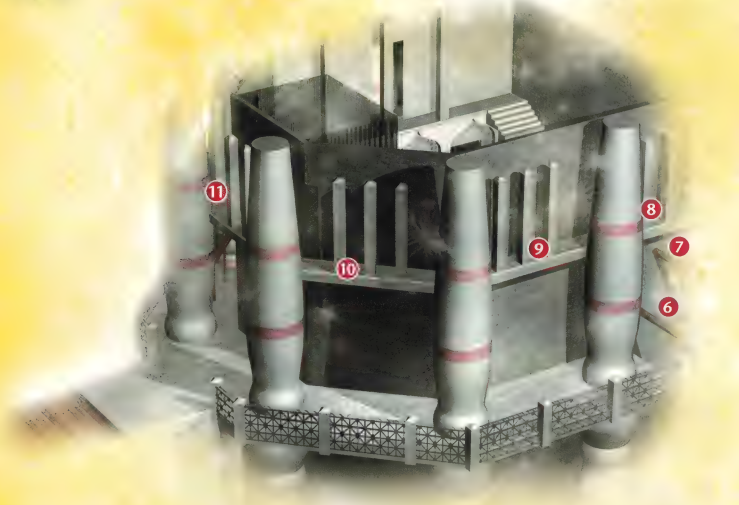
3. Climb up to the upper ledge and retrieve the **Sand Cloud** from atop the arch.

4. Sidle along the narrow ledge back to the left and leap into a hanging position on the upper bar near the windows. Swing across to the loft high above the floor on the left.

5. Run across the wall (the one with the gap in the floor) and press the switch on the floor. This opens the door that leads outdoors.

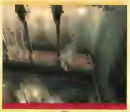
STEPPING OUTSIDE

Upon exiting the mess hall, the Prince finds himself basking in the morning light outside the palace near the drawbridge. The bridge is up for the time being, so turn left and follow the path to its end.



6 Leap for the nearby flagpole and swing from it to the second flagpole.

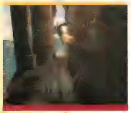
7 Swing from the pole toward the wall and jump from the wall into a hanging position on the upper bar. Swing onto the rooftop below the walkway.



8 Jump into a hanging position on the edge of the walkway and shimmy as far to the left as possible. Wait for the Spiky Poles to go to the right, then climb up and step to the left.

9 Run past the next two sets of Spiky Poles as they slide back and forth across the walkway.

10 The next two sets of Spiky Poles have floor spikes as well. Run between the Spiky Poles to get past the first set. For the second set, wait for the Spiky Poles to slide to the left and then run along the wall over the floor spikes.



11 Run up the wall at the far end of the walkway and leap onto the lever. This opens the door leading back to the mess hall.

Lowering the Drawbridge

Back inside the mess hall, head down the steps on the left and locate the white insignia on the floor. Jump and pull the lever above the symbol to make a hidden ladder emerge from a crack in the wall. Farah then climbs up the ladder to the Prince to help him lower the drawbridge.

Lead Farah back up the stairs to the partially open gate just past the exit. After some coaxing, Farah crawls through the opening in the gate and opens it from the inside. Retrieve the **Sand Cloud** from inside this small room, then pull the lever to lower the drawbridge.

Head back outside onto the walkway and walk to the left until the small scaffold is visible on the lower level. Drop off the walkway onto the scaffold to avoid the booby-trapped portion of the walkway. Drink from the fountain near the drawbridge if necessary; otherwise, charge across the bridge into battle.

Battle on the Bridge

The relative narrowness of the drawbridge poses a new threat in this battle. Since there are no walls, rebound attacks just won't work. Additionally, an enemy can knock the Prince off the bridge into the abyss.

Begin the battle with a Power of Haste attack to slash through as many enemies as possible. This also makes it easier to cross the bridge and acquire a position between the wall and the railing on the walkway on the far side. This makes it possible to use the wall for launching attacks, plus it reduces the risk of falling.

There are roughly 15 Sand Creatures on the drawbridge, in what is essentially a continuation of the battle in the mess hall. If the Prince gets surrounded near the walkway across the bridge, lead the enemies back toward the center of the bridge. This should make it easier for Farah to attack, plus it brings the fountain back into play.

The Tower Platform

THE PRINCE'S PATH

1. Solve the puzzle of the moving platform within the tower.

2. Defeat the Sand Vultures on the bridge outside the tower.

ENEMIES

Sand Vultures

TRAPS

Buzzsaw

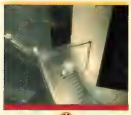
SAND CLOUDS

1. On the walkway to the left of the Sand Vortex, across the collapsed bridge.

The Puzzle of the Moving Platform

Rotate the lever to open the door. The tower consists of a platform in the center that must be manipulated in a specific pattern so that the Prince and Farah can reach the top of the tower together.

1 Run halfway up the stairs, then turn and run along the wall to grab the bar from which a lantern is hanging.



2 Swing and jump to the upper bar with a lantern, then head across to the flagpoles. Swing from pole to pole in a clockwise direction to reach the landing near the rubble.

3 Jump and pull the lever near the window to make the platform rotate 90-degrees. Farah then heads to the top of the steps and throws another lever to make the platform rotate again. After she runs onto the platform, pull the same lever a second time to rotate the platform once again. Farah then jumps from the platform and begins climbing the stone ledges. She eventually pulls another lever, which causes the platform to rise and rotate.

4 Hop onto the pile of rubble and run up the wall to the ledge. Avoid the sliding Buzzsaw and climb onto the ledge. Jump and grab the one above it, then quickly avoid the path of the saw.

5 Jump from the upper ledge (right below the hole in the wall) toward the platform, then jump back toward the hole in the wall. Climb through to the exterior of the tower.

Drop down onto the balcony outside the tower and head to the right. Run along the wall and grab the bar near the lantern. Swing from the bar to the upper walkway, then reenter the tower through the doorway.

6 Run up the wall to the left of the doorway and leap onto the lever to rotate the platform 90-degrees. This brings the platform to the Prince's feet. Walk onto the platform and wait for Farah to throw her lever again. This rotates the platform another 90-degrees.

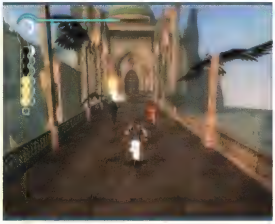
7 Leap for the ledges on the wall behind the ladder, then jump from the upper ledge onto the ladder. Climb the ladder to reach the uppermost landing. This is where the tower exit is located.

8 Follow the walkway to the left from the door and run along the wall to grab the lever suspended out in thin air. This causes a ladder to appear from the side of the tower, thereby giving Farah a way up to the Prince's location. Swing back from the lever to the walkway.

9 Lead Farah to the gate and watch as she crawls through a hole in the wall to unlock the gate from the outside.

The Crumbling Bridge

Farah then sprints across the bridge, leaving the Prince to take on the enormous Sand Vultures who swoop down to attack. Hold a defensive posture to block the mighty birds' lunging attacks, then strike with the sword while they are still close by. Gradually push onward across the bridge toward Farah, who uses her bow to assist in the battle.



Destroy the Sand Vultures and meet Farah near the wooden platform. The lengthy stone bridge that the two previously crossed then collapses, leaving them stranded on this side of the palace. Bypass the Sand Vortex to retrieve the **Sand Cloud** around the bend on the left. Drink from the fountain to the right, then save your game at the Sand Vortex.

We'll Meet Again Later

THE PRINCE'S PATH

1. Carefully descend the side of the palace amongst the bridge debris.

2. Climb across the rubble to the entrance to the stables.

3. Unlock the door to the corridor leading down into the underground caverns.

ENEMIES

Sand Vultures

Sand Beetles

TRAPS

N/A

SAND CLOUDS

1. Near the stone column across from the structure where Farah is waiting.

3. On the ledge above the ground in the stables, to the left of the large descending gate.

2. On the ground in the stables, behind the pair of large metal gates.

FINDING A WAY DOWN

Farah slipped through a hole in the base of the metal door, but the Prince isn't as fortunate. Instead, he must head down the side of the palace through the rubble. He and Farah will attempt to reunite at the baths later on.

1 Drop into a hanging position on the edge to the left of the wooden platform. Drop to the ledge directly below, then shimmy to the right and jump from the ledge to the taller of the two wooden posts.

2 Slide down the post and leap across to the wooden post on the left.

3 Leap from the left-hand post to the ledge on the stone wall, then shimmy to the left to enter the slot around the corner.

4 Carefully descend the narrow slot by jumping back and forth between the two facing walls. Make sure you angle downward toward the ground.

11
10
9
8
7
6
5

5 Immediately run to the left when the platform begins to collapse. Sprint to the left, run up the wooden structure, and leap onto the bar above the rapidly disappearing floor.

6 Swing from the bar to the top of the wooden roof. Farah appears at the balcony higher up on the wall.

7 Drop into a hanging position on the back of this wooden protrusion. Walk along the landing, then jump and grab the crack in the wall.

8 Jump from the crack in the arch to the column across the gap. Slide down to the floor and retrieve the **Sand Cloud**.

9 Climb the other column on this ledge and leap back across to the wooden framing to the left of the arch (near Farah's location).

10 Drop down to the ledge and continue to the left along the side of the structure. Drop into a hanging position to make it past the toppled column; the goal is to make it to the circular ledge up ahead.

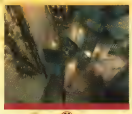
11 Slowly tiptoe across the narrow beam, then enter the other building via the doorway on the right.

THE STABLES

The Prince enters the stables high above the hay and troughs on a ledge overlooking the area. Ignore the Sand Vultures for the time being and run along the wall on the right. At the first flagpole, leap into a hanging position. Swing from pole to pole to reach the Sand Vortex in the corner.

1 Drop from the ledge with the Sand Vortex to the ledge below.

2 Tiptoe onto the narrow part of the wall that divides the stables. Leap across to the next wall and continue a clockwise trip around the area by walking on top of the walls.



3 Jump across to the top of the other half of the open gate. Continue to walk on top of the walls to find the partial gate that is hanging just beyond the slanted portion of the wall.

4 Leap from the metal hanging gate to the wall in the center of the yard, but then draw the Prince's sword to fend off the Sand Vultures.

The Sand Vultures swoop down one at a time and attempt to knock the Prince off his perch. A hard wing flap and a screeching noise precede each lunge attack. Watch for this and strike them as they swoop in. Remain in a standing position atop the wall, as it will take two hits by a Sand Vulture to knock the Prince to the ground. If a Sand Vulture hits the Prince, he will only drop into a hanging position on the edge of the wall. Destroy all of the Sand Vultures before moving onward.

Pulling the lever makes a ladder rise to the room where the Prince is located, thus making a safe descent back to the ground possible. Additionally, a gated stable directly below the Prince becomes accessible.

Use the ladder to return to the ground. Loop around the rubble in the center toward the large gates on the right and retrieve the **Sand Cloud** on the ground behind them. Continue around the rubble to the recently opened gate and pull the lever inside. This closes and opens some of the gates, plus it also releases nearly a dozen Sand Beetles into the stables.

Defeat each Sand Beetle and enter the stable to the left of the large gate with the orange seal. Pulling the lever in this stable causes a large metal gate to lift up and slowly descend. This metal gate serves as a wall to run across, so the Prince must hurry back to the ledge below the Sand Vortex to make it on time.

Return back up the ladder and start the trek back across the tops of the walls. Retrace your earlier steps, except for one small difference: leap from the second middle wall onto the closed gates *instead of* the angled portion of the wall.

5 **Jump across to the larger of the walls in the center of the area; tiptoe along the top of the wall to the far left.**

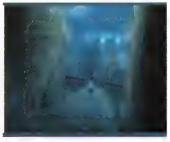
6 **Leap from the metal beam that extends off the end of this wall to access the metal beams leading up to the room in the corner.**

Back on the ledge below the Sand Vortex, turn to the left and sprint across the closing gate to reach the ledge with the **Sand Cloud**. Enter the upper room and pull the lever inside to make another ladder rise up from the ground.

Exit the room to the right to enter the area above the heavy gate. Remember that the gate is blocking the Prince's access to the underground caverns. Run across the wall above the orange-colored seals.

MAGIC FOUNTAIN

Don't exit the area just yet! Smash through the barrels and the cracked masonry near the floor switch to reveal another mysterious corridor. This one leads to the fifth Magic Fountain. Follow the trail through the hallway and across the rope bridges. It's another much-needed increase in the size of the Prince's Life Bar! ✦✦✦



Press the switch on the far side to make the door below open just long enough for the Prince to descend the ladder and slip underneath it. Head into the cave leading away from the stables and smash through the brick wall at the end.

The Prince heard Farah say she would meet him at the baths, but she was obviously not talking about these underground springs. Where could she be?

THE UNDERGROUND CAVERNS

THE PRINCE'S PATH

1. Journey across the cavern without getting swept away by the waterfall.

2. Survive the caves that lead from the waterfalls to the icicle cavern.

3. Use the Prince's remarkable athletic ability to avoid falling in the icicle cave.

4. Navigate the cave of ladders to reach a tunnel leading back to the palace's underground reservoir.

ENEMIES

Sand Beetles

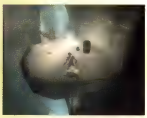
Sand Bats

TRAPS

N/A

SAND CLOUDS

1. On the small island just above the edge of the waterfall.



2. On a ledge near the far end of the icicle cavern.

1 Tiptoe across the tree that spans the chasm between the two cliffs.

2 Smash the barrels and descend the side of the cliff to the ledge above the river. Sidle along the ledge to the right.

3 Descend the side of the cliff via the multiple ledges, then leap onto the small island near the edge of the waterfall. Retrieve the **Sand Cloud** from the island and battle the Sand Beetles.

4 Climb the ledge on the right and tiptoe across the fallen tree to reach the other side of the waterfall.

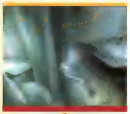
5 Drop onto the ledge below this cliff and gradually work down the side of the cave from ledge to ledge. Head back to the left upon reaching the lower ledges.

6 Carefully approach the cascading water and leap to the small ledge that juts out from the face of the waterfall.

7 Cross the log that leads away from the waterfall to access the ledge across the cave. Prepare to battle a flock of Sand Bats while travelling across the log.

When fighting Sand Bats (or other small birds), it's best to wait for them to swarm before swinging the sword. This may take out multiple creatures. They will continue to flutter about and swarm until only three or less remain. Although the odds of them knocking the Prince from his perch are slim, make sure his feet are firmly planted on the ground.

8 Run along the wall to reach the rocky platform on the left, then drop to the ledge below. Work around the side of the ledge toward the waterfall and dispatch the second flock of Sand Bats.



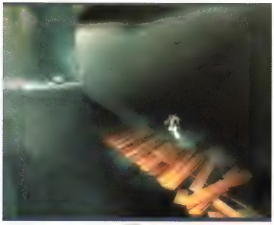
9 Jump to the ledge that extends from the waterfall, then hop to the one with the log resting on it. Tiptoe across the log to reach the ledge to the left of the Sand Vortex. Run along the wall to the Sand Vortex and pay close attention to the vision.

Drop down to the lower ledge and walk across the outstretched log to continue to the next cave. Break through the wall and advance to the edge of the tunnel, just above the first wooden platform.

The Breakaway Cave

Everything is very brittle in this cave, so expect lots of things to crumble under the Prince's weight. It should go without saying that it's imperative that you move as fast as possible; be ready to Rewind at a moment's notice, too!

Drop onto the wooden platform and sprint counter-clockwise around the perimeter of the cave. Run along the wall from platform to platform without hesitation to avoid falling. Continue until solid ground is found. Use the puddle to replenish lost health, then break through the rocky wall to enter the next cave.



ICICLE CAVERN

1 Sprint across the wall on the left and go from platform to platform before they collapse. Run along the wall from the last wooden platform to the ledge on the far end of the cave. Beware of the Sand Bats, though.

2 Shimmy along the ledge to the right, then jump and grab the upper ledge. Leap for the icicle in the center of the cave and immediately move to the far side of the icicle. Jump to the wooden platform near the wall before it breaks free from the ceiling.

3 Don't hesitate for a moment while on the wooden platform! Immediately take off to the left and run along the wall to the other platform.

4 Run across the second wooden platform and take to the wall. Leap from the wall onto the icicle (use the shadow to judge when to jump), then leap from the first icicle to the one on the left, then finally to the ledge across the cave.

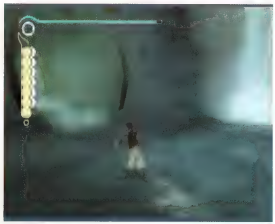
5 Sidle along the ledge to its end and take a deep breath. You must make consecutive leaps between six icicles to reach the ledge where the next Sand Vortex is located. Pay attention to the orientation of the icicles and be ready to use the Rewind powers of the Dagger of Time if a mishap occurs.

6 Grab the ledge and follow it to the right. Leap from the ledge to the icicle, then hop from icicle to icicle until you reach the ledge in the distance. Retrieve the **Sand Cloud**. To reach the next ledge, the Prince must make 10 consecutive leaps between icicles. Point him toward the next icicle and quickly press the Action Button to make the leap before the icicle falls.

CAVE OF LADDERS

Daylight is shining brightly through a large opening in the cave's roof. Perhaps the Prince has finally found his way out of this underground death trap! Cross the rope bridge, then run along the wall to the platform near the heavy gate. Fend off the Sand Bats and use the Landscape View option to get a better look at the cave's architecture.

Run along the wall in a clockwise direction to reach the tall ladder and climb up it. Travel around the room to the next platform and descend the ladder. This platform has a ladder that leads down from it also. Continue the spiraling descent down to the water below, but this time in a counter-clockwise direction. Be ready to eliminate more Sand Bats as the Prince nears the bottom of the cave. Descend the final ladder to the base of the cave and wade through the water to the tunnel leading to the reservoir.



THE PALACE RESERVOIR

THE PRINCE'S PATH

1. Reach the Sand Vortex on the ledge in the corner of the reservoir.

2. Use the ropes and narrow beams in the reservoir to find a way back to the surface.

ENEMIES

Sand Bats

TRAPS

Pinching Spikes

Buzzsaws

Rotating Blades

SAND CLOUDS

1. Inside the corridor behind the wall on the opposite side of the reservoir.

2. On the floor of the alcove in the corner next to the crate.

3. In the hidden corridor near the rope that leads up and out of the reservoir.

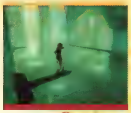
ESCAPE THE RESERVOIR

Enter the reservoir and turn to the left. Step out of the water onto the pile of rocks and wait for the Prince's sandals to dry. Run up the wall and pull up into the alcove.

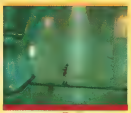
Run and jump onto the nearby rope (the one with the bucket) to grab it. Wait for the rope to stop swinging, then rotate the Prince's position so that he is facing the Sand Vortex to the left. Press and hold the Special Action Button to start swinging, gather some momentum, then press the Action Button to leap from the rope.

1 Jump up to the ledge to the right of the Sand Vortex and walk around the bend to the partial beam that sticks out into the room. Leap across to the other beam.

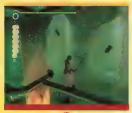
2 Walk across the long beam on the left to the column near the middle of the room.



3 Turn to the right and cross the room on the lower of the two stacked beams. Watch out for Sand Bats!



4 Hug the broken pillar at the end of this beam and climb onto the fractured top of the pillar to reach the upper beam. Walk out onto the beam and jump to the rope on the left.



5 Swing from the rope to the ledge with the metal bars. Now shimmy around the column to the left to reach the beam that extends outward toward the corner of the reservoir.

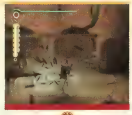
6 Leap from the beam onto the rope in the corner, then rotate the Prince so that he is facing the next rope. Swing back and forth to gain some momentum, then jump to the rope near the archway.

7 Wait for the second rope to stop swinging, then turn and face the arch on the right. Swing over to this doorway and jump into the hallway.

Once inside this booby-trapped corridor of the reservoir, jump across the pit to retrieve the **Sand Cloud** on the floor. Watch for the pinching spikes to retract back into the wall and wait for the buzzsaw to migrate to the right. When this happens, run up the wall and grab the ledge. Climb onto the ledge and continue to the adjacent room.

Pull the lever above the white symbol on the floor to raise the lid to the well. Defeat the Sand Bats that emerge from the well and approach the edge. Drop into a hanging position and study the movements of the three rotating blades on the shaft inside the well.

Drop between the blades to the bottom. If the Prince takes lots of damage, use the Rewind ability; additionally, there is plenty of rejuvenating water throughout the reservoir.



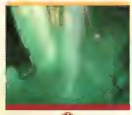
Exit the bottom of the shaft and push the crate through the hole in the fence. Jump down to the reservoir's floor and fight some Sand Bats. Drink from the water on the bottom of the well to recover any lost health.

8 Slide the crate over to the base of the wall under the **Sand Cloud** and climb into the alcove.

9 Shimmy along the ledges from this alcove over to the metal grating, then jump across to the ledge on the other side. Walk onto the lengthy beam that leads away from this wall.

10 Jump onto the rope in front of the metal cage and turn to the left. Swing from the ropes to reach the rope at the far side of the room.

11 While on the third rope, turn to the left and swing over to the rope in front of the dark archway on the wall. Instead of climbing into the daylight, swing over to the archway on the wall and leap into it.



Run along the wall to retrieve the Sand Cloud from this partially hidden corridor. Leap back across this pit to the entrance.

MAGIC FOUNTAIN

Step away from the wall opposite the archway and watch for the pinching spikes to retract into the wall. Quickly run up the wall and leap for the bar near the ceiling. Move toward the pit where the bar turns 90-degrees and swing from this section to the upper bar near the entrance. From there, turn around and swing across to the other upper bars. Now head for the secret passageway that leads to another Magic Fountain. Break through the wall to advance to the rope bridges. ✦✦✦

Run and jump to the rope under the light and climb up to the surface. The quest continues in the light of day.

INSIDE THE SULTAN'S HAREM

THE PRINCE'S PATH

1. Defeat the large army of Sand Creatures in the plaza.

2. Head into the palace and cross through the booby-trapped corridor to enter the Sultan's harem.

3. Survive the battle in the harem.

4. Navigate the secret passages and hidden corridors of the harem to locate Farah.

5. Defeat the Sand Creatures in another battle within the harem quarters with Farah's help.

ENEMIES

- Sand Creature w/Spiked Club
- Sand Creature w/Double-Bladed Halberd
- Sand Creature w/Armor and Large Sword
- Sand Creature w/Twin Daggers
- Sand Creature w/Chain

TRAPS

- Spiky Pit
- Swinging Spiked Log
- Floor Spikes
- Buzzsaw
- Rotating Blade

SAND CLOUDS

1. Inside the plaza with the well; look behind the tree across from the Sand Vortex.

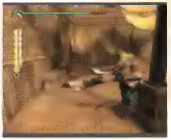
2. On the right, next to the steps leading down into the atrium area.

3. Inside the harem; break through the small garden passage.

4. In the dilapidated corridor, just beyond the gate in the harem.

Battle in the Plaza

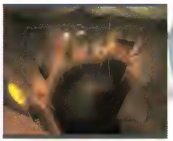
The Prince emerges from a well inside a sunny plaza, but Farah is nowhere to be seen. It's unfortunate, too, because a horde of Sand Creatures is bearing down on the Prince in groups of three. Lure the creatures toward the walls and use wall rebound attacks to topple them onto their backside. When an enemy gets knocked down, quickly retrieve their sand with the Dagger of Time.



The plaza is relatively free of obstacles, so it's easy to move about freely. Use the Power of Restraint to freeze multiple enemies; otherwise, backflip away from them and try to isolate them for a one-on-one battle. Grab the **Sand Cloud** during the battle, preferably *after* you consume some of the sand in the Prince's Power Tanks. Although the Sand Cloud will fill any empty Sand Tanks and Power Tanks, resist the urge to use the Power of Haste unless absolutely necessary. You'll definitely want it for the upcoming battle!

Where Are the Baths?

Head up the stairs to the palace to begin the search for Farah. The depression in the center of the first room is filled with water, so perhaps it's one of the baths that Farah had mentioned.



Proceed through the hallway to the room in the corner and approach the edge above the pit of spikes. Leap to the rope in the center, then swing on it toward the white switch on the wall straight ahead. Leap from the rope to the wall to press the switch, then rebound off the wall back to the rope. This causes the first of two doors to rise.

Remain on the rope and perform the same acrobatic trickery with the yellow switch to make the larger door rise. Leap back to the rope and, in one motion, swing toward the opening and leap for it. Roll under the doorway before the gate seals itself shut once again.

The Booby-Trapped Corridor

Descend the steps into the atrium and retrieve the **Sand Cloud** on the right. Locate the white switch on the floor and the yellow lever on the wall. Pressing the white switch makes a stone slab emerge from the walls, while pulling the yellow lever opens the door at the end of the corridor.

Pull the lever, run across the white panel, and leap for the stone slab as it appears. Pause on the slab to let the Buzzsaw on the right climb higher on the wall, then run along the wall underneath it. Floor Spikes line the base of the wall on the other end of the corridor, so prepare to jump off the wall to the left to avoid taking damage.

Run up the steps on the left and dodge the rotating blade on the landing. The rotating blade at the top of the steps can knock the Prince off the landing. If this happens, use the Rewind ability to avoid having to reopen the door via the yellow lever.

BATTLE IN THE HAREM

This is no pillow fight! Lots of Sand Creatures are waiting inside the harem, set on delaying the Prince's reunion with Farah. More than twenty Sand Creatures bearing chains, double-bladed halberds, and twin daggers will attack. The room's close quarters don't make things any easier.

Concentrate on taking out the Sand Creatures with the halberds first, as they can easily slash the Prince while he attempts to retrieve sand from another enemy. Use the wall rebound attack to knock them over, then get up and freeze any nearby enemies with the Power of Restraint before retrieving the sand from unconscious Sand Creatures on the ground.

Wait for a lull in the battle, then take a sip from the water in the center of the room. Continue to stay on the move and press the Special Action Button when more than two enemies are within range. This should enable the Prince to block any surprise attacks.

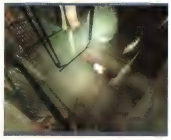
HAVE A NICE FALL!

The trench in this hallway isn't filled with spikes, nor is it so deep that it's inescapable. If the swinging spiked log knocks the Prince into the pit, don't fret. To escape, simply return to the near side of the trench and run up the wall.

FINDING FARAH

Exit the harem by going through the tapestries to the left of the Sand Vortex. Locate the cracks in the wall at the end of this passage and break through the wall. The Prince emerges in a small area with some plants and a statue. The opposing wall is also fragile, so knock it down.

Head to the left and walk through the tapestries hanging over the exit. Turn to the left and retrieve the **Sand Cloud**; this was the one that was visible through the fence.



Run up the green, gated wall and leap over to the lever hanging in front of the oval window. This opens a gate back in the main harem room. Return through the small garden area to the harem room.

Back in the main room of the harem, turn to the left and run straight through the tapestries up ahead (this is where the gate was located moments ago). This leads to a lengthy corridor with no floor. Head to the left and run along the wall to avoid falling, then leap over to the section of floor on the right. Retrieve the **Sand Cloud** on the right, then head down the hall to the left and break through the cracked wall. The following corridor also has a breakable wall; smash through it to uncover a Sand Creature in pursuit of Farah. Rush to her assistance!

Another Battle in the Harem

This battle is similar to the one near the entrance to the harem, but this time the Prince has his lovely arrow-shooting companion fighting by his side. Farah provides adequate cover, so don't worry too much about taking damage while trying to retrieve sand from a fallen foe. Use the walls to launch piercing jabs at the Sand Creatures (the ones with double-bladed halberds) and unleash vaulting attacks against the others.

There are roughly two dozen enemies in this battle, which makes this fight a prime time to use the Power of Haste. Fight through the first several enemies and use this special power of the Dagger of Time to cut through multiple enemies once all of the Prince's Sand Tanks and Power Tanks are filed. Drink from the water in the center of the room and visit the Sand Vortex.

When the Prince comes to after his exhausting experience inside the Sand Vortex, he hears the sensual whispers of Farah expressing her true feelings for him. The Prince questions her about what she had been saying, but she only says that she knows the way to the Tower of Dawn. Did his ears mislead him? Is she afraid to admit her love for him? Was it all a dream?

HALL OF LEARNING

THE PRINCE'S PATH

1. Exit the harem through the outdoor path and head to the library.

2. Defeat the Sand Creatures at the Hall of Learning.

3. Manipulate the mirrors on the ground floor to direct the light onto the symbol on the central stone block.

4. Configure the mirrors on the second level of the hall to direct the light onto the second symbol via the first energy crystal.

5. Switch the mirrors on the upper portion of the Hall of Learning to direct the light through the second energy crystal.

6. Lay claim to a new sword, then exit the Hall of Learning through the gate at the far end of the room.

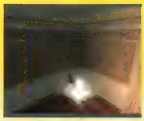
ENEMIES

- Sand Creature w/Halberd
- Sand Creature w/Double-Bladed Halberd
- Sand Bats

TRAPS

- Spiky Pit
- Pinching Spikes
- Buzzsaws

SAND CLOUDS



1. On the platform near the two pinching spikes, above the lengthy ladder.

2. Just off the side of the balcony that Farah is on when the second symbol is lit.

LEAVING THE HAREM

Slide the large statue away from the wall to reveal a small hole near the base of the wall. Farah crawls through this hole and activates a switch in the next room that opens the large gate to the right. Once the gate is raised, the Prince can head outside to a short pathway. Crank the lever along the path to open the gate leading back inside. Lead Farah down the corridor to the library.

BATTLE BY THE BOOKS

Farah and the Prince encounter heavy resistance near the entrance to the Hall of Learning. Over 30 Sand Creatures with various halberds attack in groups of three and four, in hopes of keeping the Prince from furthering his quest and reversing the spread of the Sands of Time.

This is perhaps the longest battle the Prince will ever have to face, but the layout of the library makes it possible to perform countless wall rebound attacks. These attacks always hit their mark against this type of enemy. Between Farah's bow and the Prince's ability to lunge from the wall, these foes will be history in no time.

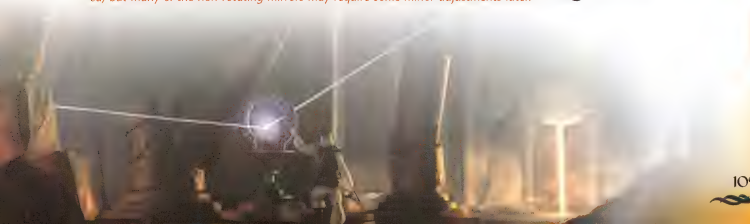
Stay on the move to keep from being surrounded, and rely on the wall rebound attacks to knock the Sand Creatures to the ground. Retrieve as much sand as possible, and use it with the Power of Restraint to freeze the enemies whenever they get too close for their own good.

THE PUZZLE OF LIGHT

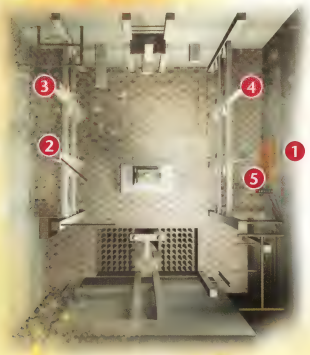
The Hall of Learning contains a lot more than books. This magnificent place of learning also contains numerous mirrors, two light-absorbing symbols, and two energy crystals. The Prince must position the various mirrors so that the light coming in from the hallway is reflected onto the symbols and then through both crystals. Solving this puzzle is the only way to continue the journey to the Tower of Dawn. It requires numerous steps, so follow them closely.

MIRROR LOCATIONS

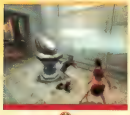
All of the mirror pedestals are out of place, but their correct locations are not far away. Look for the brown stained area of the floor near each mirror, and pull or push the mirror into its correct position. Only the mirrors with the levers can be rotated, but many of the non-rotating mirrors may require some minor adjustments later.



LIGHTING THE FIRST SYMBOL



1 Find the mirror in the hallway leading into the Hall of Learning and rotate its lever twice, so that the light is reflected into the room instead of away from it.



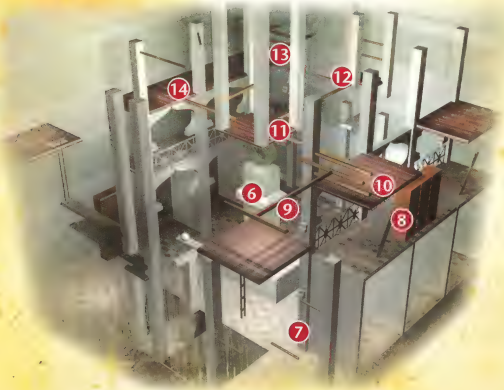
2 Follow the beam of light to the far end of the room, and pull the mirror forward so that it's positioned over the brown stain on the floor and the light is reflecting to the right.

3 Locate the mirror in the right-hand corner, and slide it into position to direct the light back toward the front of the room.

4 Return to the front of the room, and maneuver the mirror pedestal on the left so that it's reflecting the light against a wall on the right.

5 The light should now be shining on a cracked wall. Break through the wall with the sword, and pull the final mirrored pedestal on this floor into position.

Once you've carefully nudged the pedestals into place, the light is reflected throughout the Hall of Learning and focuses on the symbol on the stone block in the center of the room. A tall structure emerges from within this stone block, making it possible for the Prince to reach the upper level of the hall. Additionally, the window at the top of the building partially closes and sends a concentrated beam of light down onto a mirror high above the floor.



6 Climb up the stone block in the center of the room, then run up and grab the first ledge on the statue that has risen from within the block. Jump from this upper perch onto the partial arch above the pit of spikes on the left.

7 Jump across to the ledge on the wall, then run along that wall to the left to reach the ledge above the Sand Vortex. Jump from the ledge to the flagpole, then swing across the flagpoles to the first floor landing. Farah finds her way to a landing across the room and pulls a lever that reveals a second sundial-like symbol.

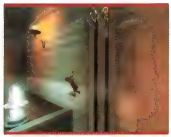
8 Run up the side of the stone column and press the white switch. This causes a section of the bookshelves to protrude from the wall. Quickly jump back and forth between the side of this bookshelf and the wall to the left of it until you reach the top of the shelf. Run along the wall to the right and pause on the ledge. From there, run across the two elongated windows, and leap onto the ladder hanging down from the ledge above.

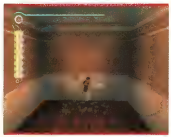
9 Climb the ladder to the ledge above, and watch for the two pinching spikes to retract into the wall. Quickly roll up onto the platform and retrieve the **Sand Cloud** on the right. Run up the wall where the pinching spikes appear, and leap for the beam directly above the platform.

10 Tiptoe across this beam and fend off the Sand Bats that attack. Leap across to the pair of stacked beams, and drop down onto the platform below them.

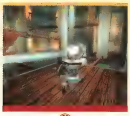
MAGIC FOUNTAIN

Run along the wall, past the two sets of Buzzsaws, to the ledge with the shiny blue energy crystal on it. Walk past the energy crystal and locate the cracks in the back wall. Smash through this weak spot in the wall, and follow the torch-lit corridor toward the blue glow of the Magic Fountain area. ✦✦✦

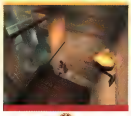




11 Head back past the Buzzsaws to the middle platform along this wall. Cross the beam to the room's central platform. Then rotate the mirror once clockwise, so that the light shining through the dome is now directed across the room in the opposite direction from which you just came.

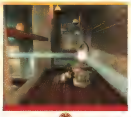


12 Walk out onto the T-shaped beam to the right of the mirror, and jump from the leftmost portion of this beam to the wooden platform near the wall. Jump up, grab the lower bar, swing from the lower bar to the wall, then leap from the wall to the upper bar. Swing from the upper bar to the upper wooden beam.



13 Jump across to the wooden beams near the corner. Beware the Sand Bats that attack, and drop down to the wooden balcony near the mirror in the corner.

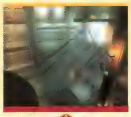
14 This lengthy balcony has two mirrors on it. First, position the mirror nearest the light beam so it's directed to the right. Then position the other mirror so that the light is reflected across the room to the energy crystal in the far corner. Continue adjusting this mirror until the light hits the crystal dead-on.



Once the light hits the crystal, it's directed downward to a mirror directly below it. This then shines the light across the first floor toward the symbol that Farah has uncovered. Multiple stone slabs emerge from the wall above the gated door. The Prince can use these slabs to explore the Hall of Learning more quickly and safely.

Run along the wall toward the energy crystal, and descend the ledges of the large stone column above the gated door. Follow the light on the first floor across the newly revealed stone slabs to where Farah is located. Run past Farah, and drop off the edge of this level to retrieve another **Sand Cloud**.

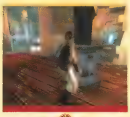
15 From the second symbol, hop over the railing and leap onto the stone platform extending out from the wall. Run and leap for the rope, then swing from rope to rope to reach the ledges under the windows.



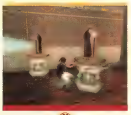
16 Carefully sidle along the ledges to the right-hand corner, and leap onto the ladder. Climb the ladder to the platform high above.

17 Break through the cracked wall to reveal a hidden mirror - and yet another cracked wall. Breaking through the second wall reveals yet another breakable wall, and also a lever. Pull the lever to extend a concrete walkway between the corner platforms on this side of the room.

18 Slide the concealed mirror out onto the wooden platform. Make sure that it's in line with the three holes in the walls and, most importantly, the energy crystal at the far end of the makeshift tunnel.



19 Run across the concrete walkway, and push the first of the two mirrors out of its current position. Grab the second mirror on this platform and pull it into the other mirror's position. This directs the light to the left instead of the right, sending it into the second energy crystal.



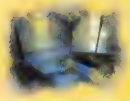
Once the light reaches the second energy crystal, it's sent all the way down to the ground floor, where it lights a symbol on the floor behind the heavy gate. With the symbol lit and the gate raised, the Prince can enter this sacred room and lay claim to a new weapon!

Pull the lever behind the table with the sword to open the gate leading out of the Hall of Learning. Follow Farah across the room and down the steps on the far side.

OBSERVATORY

THE PRINCE'S PATH

1. Defeat the Sand Creatures on the ground floor of the observatory.



2. Work together with Farah to solve the puzzle of the observatory.

3. Survive the numerous traps in the corridor leading outside.

ENEMIES

Sand Creature w/Halberd

Sand Creature w/Double-Bladed Halberd

TRAPS

Spiky Poles

Sliding Blades

Swinging Spiked Logs

Spiky Pit

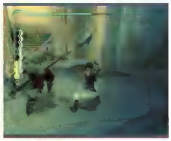
Floor Spikes

SAND CLOUDS

1. On the left-hand side of the first ledge that you encounter when you ride the sculpture upward.

STAR WARS

The Prince and Farah may have escaped the Hall of Learning, but there's no rest for the weary. The corridor leading out of the library delivers them straight into the observatory, where a large band of Sand Creatures is armed and ready for battle. There isn't a whole lot of floor space in the observatory, so Farah remains on the steps just outside the doorway. Don't worry; she's still a big help with her archery skills!



The duo has to fend off roughly 15 adversaries during this battle. As was the case in the past, it's best to do a lot of wall rebound attacks. Try to remain as close to the entrance as possible to utilize Farah to the fullest extent.

Once the battle is over, head up the main staircase and then down the steps on the left to reach the Sand Vortex.

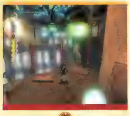
AN ASTRONOMICAL PUZZLE

Suspended from the ceiling of the observatory are a series of blue, green, and pink spheres that represent planetary bodies. These different bodies are controlled by orbs positioned on ledges high above the floor. Rotating an orb changes the orientation of the spheres. Some of the spheres have metal bars sticking out of the sides, and you must arrange the spheres so that you can use the bars to reach the exit.

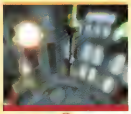
1 Run up the central steps and stand at the top of the structure. Farah pulls a nearby lever that raises the steps straight up to the next level of the observatory.

2 Jump over to the ledge and retrieve the **Sand Cloud** on the left. Then head to the right and run along the wall to the flagpoles. Use the flagpoles and the two torch supports to swing up to the ledge with the blue orb on it.

3 Use the lever on the blue orb to rotate it three times in a clockwise direction. Swing from the bar near the edge of this platform out onto the bars of the green spheres, and leap onto the central shaft. From the shaft, hop onto the bar protruding from the blue sphere, and then onto the platform where the pink orb is located.

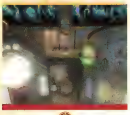


4 Rotate the pink orb three times in a clockwise direction. Then swing back out to the shaft, onto the bar of the pink sphere, and over to the lever hanging near the white switch on the wall. Pull this lever to make the spheres begin rotating wildly.



5 Swing from the lever to the wall, press the switch, and then drop down onto the stone slab that slides out from the wall. Quickly begin running along the walls of the observatory in a counterclockwise direction to journey back to the blue orb. The stone platform disappears just as quickly as it emerged, so move quickly!

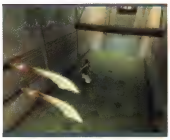
6 *Don't* rotate the blue orb. Instead, swing from bar to bar to reach the shaft in the center of the display. From there, use the bars to reach the ledge with the giant pulley mounted above it. Pull the lever above the symbol on the floor. This raises the door on the ground floor leading out of the observatory.



7 Grab the rope on the right, and leap onto the rope descending down into the shaft. Slide down the ropes all the way to the floor below, and exit the shaft through the tunnel. Meet Farah near the exit, and enter the corridor leading away from the observatory.

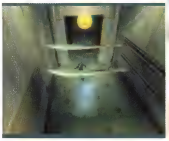
The Booby-Trapped Escape

Farah slips through a crack in the wall to reach an upper balcony. You need to contend with many traps to reach safety.



Turn to the left to get a drink from the fountain beyond the Spiky Poles. Then pause and watch the movements of the sliding blades. Start running on the left side of the corridor as the blades on the right come forward, and then zigzag to the right to avoid the blades on the left. Wait for the spiked log to swing overhead, then run along the wall on the left and drop into a hanging position on the edge of the pit near the door.

The second hall is shorter but just as treacherous. Keep to the left side of the hall and tiptoe across the floor spikes. Now turn to the right and face the switch on the floor. Wait for the sliding blades to go by, and run across the switch and onto the wall. Leap off the wall to avoid the floor spikes and sliding blades. Exit the room through the doorway.



Pull the lever to open the gate in the third hallway. Because of the rubble in the middle of the hallway, you must start on the right side of the hall and cut over to the left while avoiding the sliding blades. Well-timed somersaults will help you get through this alive, but getting by unscathed is quite difficult. Head outside to the pool area, and have the sword and dagger ready!

COURTYARDS AND RAMPARTS

THE PRINCE'S PATH

1. Defeat the Sand Creatures by the pool.

2. Find the lever controlling the gate that Farah is locked behind, and open it.

3. Traverse the corridors leading outside onto the ramparts.

4. Defeat the Sand Creatures near the cupola beside the ramparts.

ENEMIES

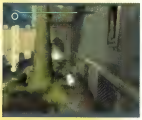
- Sand Creature w/Armor and Large Sword
- Sand Vultures
- Sand Beetles
- Sand Creature w/Meat Hook

TRAPS

- Spiky Pit
- Rotating Blades

SAND CLOUDS

1. On the ground floor of the room with the three rotating blades on the stairs.



3. Near the tree across from the fountain.

2. Behind the tree to the left of the main rampart.

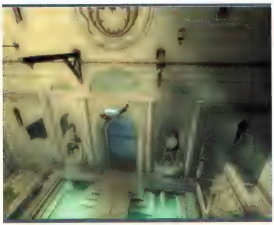
BATTLE BY THE POOL

You exit the last of the hallways only to find about a half-dozen armored Sand Creatures toting some enormous swords. Grab a quick drink from the pool beneath the little bridge, and prepare for a fight.

These particular Sand Creatures were very skilled swordsmen at one time, and they can block and parry most attacks. Since Farah is on the other side of a heavy gate and can't assist in the battle, you must rely on wall rebound attacks. Use them to knock the beasts to the ground, quickly retrieve their Sand, and use the Power of Restraint on any encroaching baddies.

Opening the Gate

Climb the ladder to the left of the pool, and jump onto the crumbled archway near the fountain. Leap across the gap in this structure, and use the sword to beat back the flock of Sand Vultures that attack. There are a total of three Sand Vultures to defeat before you move.

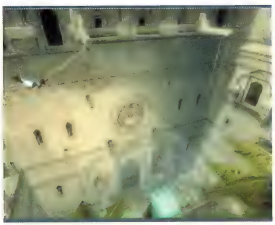


Tiptoe along the top of this decorative arch, and leap onto the rope dangling from the beam above the pool. Swing from the rope to the beam on the left. Carefully tiptoe closer to the wall, and then leap for the bar on the left. Swing from the bar to the rampart.

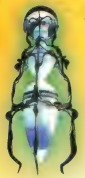
Run along the wall of the palace past the green flag and onto the stubby little beam that sticks out from the wall. Climb onto the beam, and then turn and jump onto the flagpole near the rampart. Swing from the pole toward the pair of Sand Vultures atop the rampart.

Run along the wall away from the pool, and drop onto the ledge in the corner of the yard. Drop onto the landing directly below this ledge to finally reach the lever controlling the gate that Farah is stuck behind. Rotate the lever to let Farah out.

Exit the room with the lever, and hop into a hanging position on the outside of the rail on this walkway. Shimmy along the side of the ledge until you're safely past the pit of spikes. Enter the room through the doorway up ahead.



Run back along the wall of the palace, directly above the pool, and grab the beam. Leap onto the rope near the beam, and then swing to the rope to the right. Swing from the second rope to the rooftop of the small room that extends outward over the courtyard.



Run along the wall on the left, and leap over the rotating blade at the top of the steps. Descend the stairs past the other two rotating blades to the ground level. Use the sword to fend off the Sand Beetles, and retrieve the **Sand Cloud** in the corner. Head down the corridor to reunite with Farah.

Round the bend in this new area, and head up the stairs to the corridor above. It's time to battle a dozen or more Sand Beetles, but this should hardly pose a problem for these two adventurers at this point.

Run along the wall to cross the pits of spikes, and continue up the steps and around the bend onto the palace's main ramparts.

BATTLE ON THE RAMPARTS

According to Farah, you're drawing closer to the bridge leading to the Tower of Dawn. You must be going the right way! Descend through the rubble to the yard that's to the left of the rampart, and retrieve the **Sand Cloud** from behind the tree. Walk along the base of the ramparts toward the pool beneath the cupola up ahead.

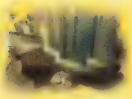
You encounter roughly 20 Sand Creatures by this small pool in the corner of the area. Most of the enemies are swinging meat hooks, but there's an occasional armored swordsman as well. Farah won't be of much service during this battle, but you can make quick work of the Sand Creatures by staying in the center of the pool and working around in a circle, slashing and stabbing the enemies as they appear.

Knock the Sand Creatures with the meat hooks down to the ground with standard slashes and vaulting attacks, then use their sand to freeze the larger Sand Creatures with the armor. Best of all, you can bend down and get a drink of water to regain lost health whenever there's a lull in the battle.

Continue to the far end of this grassy area to find another **Sand Cloud**. Return to Farah atop the rampart, and step into the Sand Vortex to get a glimpse of what's to come.

DESCENT INTO PRISON

THE PRINCE'S PATH

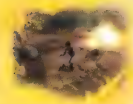


1. Continue along the ramparts in hopes of reaching the bridge to the Tower of Dawn, only to fall into the palace prison.

2. Descend to the bottom of the prison by activating the switches on the walls.

3. Survive the battle on the prison floor.

4. Ascend to the upper level of the torture chamber and climb the ladders to the surface.



5. Help Farah defeat the Sand Creatures on the surface near the ramparts.

ENEMIES

Sand Creature w/Meat Hook

Sand Creature w/Sledgehammer

Sand Bats

Sand Creature w/Armor and Large Sword

TRAPS

Sliding Blades

SAND CLOUDS

1. In one of the cells at the bottom of the prison.

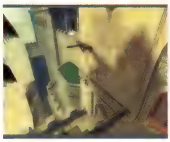
3. On an upper ledge in the torture chamber.

2. On the floor of the torture chamber, to the left of the entrance.

A FALL FROM GRACE

Continue across the rampart to the gate at the far end. The gate is propped open, so Farah can slip underneath it. She makes her way down to the bridge, where she will meet the Prince. Hop over the railing on the left and soar to the bar sticking out of the side of the palace. Swing over to the beam and walk around the ledge to drop down onto the other rampart.

As you begin to run across the other rampart, it collapses under the Prince's weight, causing him to fall into the palace's prison. The Prince tears his shirt during the fall and promptly casts it aside. He's going bare-chested from this point forward!

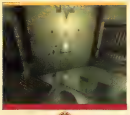


THE PRISON

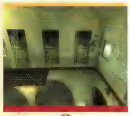
1 This is where the Prince landed, on a dilapidated bridge at the top of the prison. Take the ladder to the platform below.

2 Start running in a counter-clockwise direction across the prison walls, then run across the white switch on the wall. Land on the metal panel and quickly run to the edge and continue to loop around the room. Run across four of these switches, then slide down the wall near the green banner to descend on the lift.

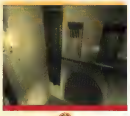
3 Ride the elevator down to its lower terminus and start running in a clockwise direction around the perimeter of the room. Run across four of the white switches and drop onto the lift in the corner.



4 When the lift finishes its descent, run along the wall to the left, press the switch near the corner, then leap from the wall to the platform that appears. Repeat this procedure two more times.



5 Continue the counter-clockwise lap around this squared portion of the prison by leaping from the next corner into a hanging position on the nearby bar. Swing from the bar to the ladder in the corner and head down the ladder to the metal platform below.



6 It's time to return to the right again. Run across the wall to the switch, leap from the switch to the bar, then immediately swing from the bar to the new platform. Repeat this series of maneuvers two more times, then go down the ladder in the corner to the right.

PRISON FIGHT!

The Prince encounters numerous Sand Creatures on the prison floor. The majority of the enemies come equipped with meat hooks, but a few larger ones have sledgehammers firmly in their grasp. To win this battle, get between a few enemies and target each enemy in rapid succession by kicking and slashing at them. By keeping them on the defensive, you won't have to worry too much about being attacked.

KEEP IT MOVING!

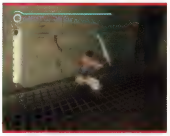
The only way to reach the prison floor is to maintain a steady pace while running across the prison walls in a counter-clockwise direction. White switches are set into the walls throughout the prison; run across them to make metal platforms slide out from the walls. When the platforms emerge, land on them.

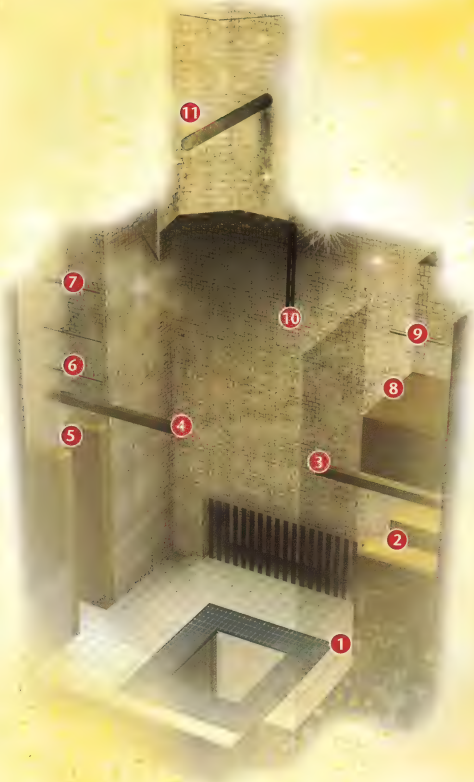
It's important to remember that the larger Sand Creatures will block the majority of your wall rebound attacks. If the enemies start to gain the upper hand, perform a vaulting attack. However, it may be more efficient to use the Power of Haste (if possible) or the Power of Restraint to freeze the larger enemies.

After the battle, loop around the giant hole in the center of the floor and retrieve the **Sand Cloud**. Drink from the fountain in the corner and clear away the obstacles blocking the switch on the floor. Visit the Sand Vortex to save your game, then drag the large crate across the floor and place it on top of the switch. Exit through the door across the room and run up the wall on the left to activate the switch that opens the next door. Just watch out for the blades!

MAGIC FOUNTAIN

Enter the corridor leading out of the prison area and locate the cracked wall on the right. Smash through the wall to uncover another secret passage that leads to the Magic Fountain. Take a drink from this wonderful elixir to increase the size of the Prince's Life Bar! ✦ ✦ ✦




11
7
10
9
6
8
5
4
3
2
1

1. Retrieve the **Sand Cloud** on the floor of the torture chamber, then locate and pull the two levers below the white symbols on the wall. This causes two large pillars to slide toward one another in the recessed area of the room.

2. Hop back and forth between these two pillars to reach the top. You must act quickly, though, as the large blocks will slowly retract back into the walls, making the gap between them too wide to jump across.

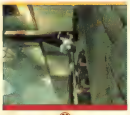
3. Upon reaching the top of either pillar, run up the wall and lunge for the wooden beam between the two windows. Slay the Sand Bats that flutter up from the pit in the floor before moving onward.

4. Creep to the edge of the beam and jump straight across the room. The Prince should land on a nearly identical beam on the opposite side of the room.

5. Line the Prince up with the two white switches on the walls, bound from the beam to the switch and then back onto the beam in one swift motion. Repeat this process for the other switch. Pressing these switches makes two large columns slide out from the wall. Basically, this shortens the gap in the recessed area on this side of the room.

6. Leap from the beam to the recently moved walls and jump back and forth between the two walls to reach the top of this section.

7. Run up the wall and leap into a hanging position on the bar in the center. Swing from the bar to the wall, then jump from the wall to the upper bar. Repeat this maneuver to reach the beam above the bars.

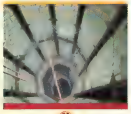


8. Leap from the beam to the bar in the center of the torture chamber, then swing across to the ledge on the far side to find a **Sand Cloud.**

9. Run up the wall and press the switch on the right, then jump away from the wall to land on the metal platform that extends from the opposite wall. Once there, run up the wall on that side to press the next switch and jump to the metal platform that appears on the right. Repeat this sequence a total of five times, then run up the wall and dive for the beam between the windows.

10. Sneak out to the end of the beam and shoot for the ladder hanging in the center of the room.

11. Climb the ladder to the top, leap across to the bar, then head for the other ladder. Continue the climb out of the torture chamber by going back and forth between the ladders and bars.



Back on Top

The Prince arrives back on the surface just in time to assist Farah in a fight against another group of Sand Creatures. It seems as if only the largest Sand Creatures have been called into action this time around!

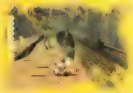
The duo certainly have their hands full against the roughly thirty or so Sand Creatures. Make good use of the Prince's Power of Haste, as well as frequent use of the Power of Restraint. The majority of the enemies come brandishing sledgehammers, which negates the effectiveness of wall rebound attacks. Use lots of vaulting attacks and stay close to Farah so that the Prince can strike a deadly blow to any enemy she injures.

Stay on the move at all times and remember to use the Rewind power, if either character's Life Bars gets too low. Visit the Sand Vortex for a well-deserved break after this battle.

FINALLY AT THE HOURGLASS

THE PRINCE'S PATH

1. Find a way out of the courtyard.



2. Defeat the Sand Vultures on the bridge that leads to the Tower of Dawn.

3. Survive the battle against the Sand Creatures on the tower's elevator.

4. Find the Hourglass inside the treasure vault.

ENEMIES

Sand Vultures

Sand Creature w/Sledgehammer

Sand Creature w/Double-Ended Halberd

Sand Creature w/Armor and Long Sword

TRAPS

N/A

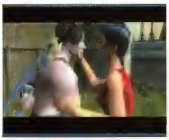
SAND CLOUDS

1. Atop the upper stairs, near the rampart above the courtyard in which the Prince begins.

3. Inside the entryway of the Tower of Dawn, near the rubble on the right.

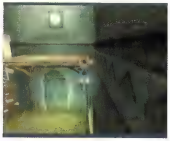
2. Just beyond the gate leading out of the courtyard, toward the Tower of Dawn.

The vision hints that Farah may attempt to betray the Prince and steal the Dagger of Time for her own devices. Sure, the Prince may have awoken with his head being gently caressed in her lap, but that doesn't mean he can trust her… Does it?



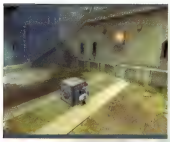
Looking for a Way Out

Head up the steps next to the Sand Vortex to reach the fountain, then ascend the stairs to the left of the fountain to find another **Sand Cloud**. Descend the steps to the fountain and locate a switch on the floor beneath the floating Sands.



Step on the switch in the center of the floor. This causes a stone column to rise up in the courtyard. Run down the steps to the left to reach the landing, then run along the wall toward the stone column to get on top of it. While on the stone column, run along the wall to the wooden platform. Run up the wall and press the white switch above the platform.

This makes the stone column across the courtyard rise. Jump down and sprint over to the column and run up it to climb on top of it. Run across the wall to the right to reach the wooden platform with the large block on it.



Push the block off the platform and slide it across the ground to the base of the stairs. Position the block directly below the orange switch on the wall; run up the wall and press the switch. This opens the gate to the Tower of Dawn's entrance.

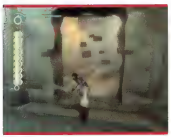
We're Finally Here!

Retrieve the **Sand Cloud** just beyond the gate and join Farah in the trek across the lengthy bridge leading to the Tower of Dawn's entryway. There are a lot of Sand Vultures to fight, so stay close to Farah to gain the benefit of her bow and arrows. Hold a defensive stance to block the birds' lunging attacks, then hit them with the Prince's sword.

Enter the Tower of Dawn and retrieve the **Sand Cloud** near the pile of rubble on the right. Follow the twisting and curving corridor into the center of the tower.

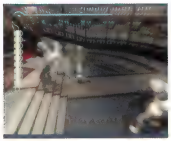
MAGIC FOUNTAIN

There is another cracked wall prior to the final left turn in the corridor. Break through the wall to reveal another secret passage leading to a Magic Fountain. ✦✦✦



BATTLE ON THE ELEVATOR

The center of the tower turns out to be a caged elevator and it begins rising as soon as the Prince and Farah hop onboard. Soon thereafter, a seemingly endless stream of Sand Creatures comes looking for a fight.



The Sand Creatures in this battle have sledgehammers, double-bladed halberds, and lengthy swords. In the relatively small confines of this fancy elevator, it may prove difficult to avoid their lengthy weapons. Get the battle off to a good start by using the Power of Haste. Quickly slice each Sand Creature in two while time is quickened to destroy the first 10 or so enemies.

Make sure Farah doesn't take too much damage, and don't let any of the Sand Creatures she injures come back to life! Although slashing away at the enemies will keep them on the defensive, it's important to separate the Prince from the group to retrieve any sand from the creatures. Try to use wall rebound attacks whenever possible, if only to knock down the enemies surrounding another fallen Sand Creature.

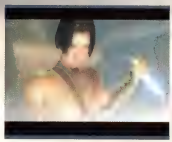
There are approximately 40 Sand Creatures to defeat in this battle. You must defeat them all before the Prince can exit the elevator. It's nearly impossible to drink from the fountain during the battle without taking a hit, so be ready to press the Sands Button to undo any major damage.

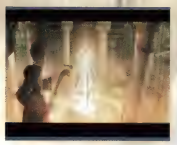
THE HOURGLASS

When the elevator stops at the top of the Tower of Dawn, a lever hanging from the ceiling comes into view. Run up the back wall of the elevator where the white symbol is located and leap onto the lever to open the gate. Follow Farah out of the elevator and onto a small lift that delivers the pair to the treasure vault. This is where the Hourglass is being kept. Visit the Sand Vortex on the ground near the gold to save your game.

Follow the spiraling path through the gold up to the base of the Hourglass. Farah then instructs the Prince to find a way to get on top of it. Leap from the floor by the Hourglass over to the ledge near the window. Run counter-clockwise across the walls from ledge to ledge until the Prince reaches a bar in front of a fancy stained-glass window. Run along the face of the window, then leap onto the bar. Swing from the bar to the top of the Hourglass.

Farah instructs the Prince to plunge the Dagger of Time into the top of the Hourglass. She says it will cause the sands to return to the Hourglass—the madness will end and no more lives will be lost. The Prince isn't sure if he should trust her; after all, his father ransacked her palace, killed her father, and took her as a slave. It would only be natural for her to seek revenge. Then again, she said she loved him. And he loves her…





Unfortunately, the Prince's indecision costs them both. The Vizier enters the vault and immediately casts a powerful wind spell that blows through the vault, knocking both of them off the tower and into a tomb far below. At least the Vizier didn't get the Dagger!

TRAPPED IN A TOMB

THE PRINCE'S PATH

1. Descend the spiral staircase to the magical room and solve the puzzle to find Farah.

ENEMIES

N/A

SAND CLOUDS

N/A

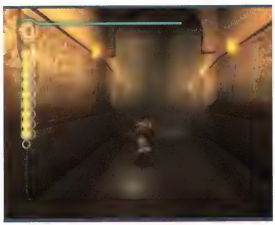
TRAPS

N/A

The Prince and Farah fall into what may become their permanent resting place. The tomb they share is dark and claustrophobic and they can't help but be angry at the Prince's inability to plunge the Dagger into the Hourglass. He wanted honor and glory, but instead may find nothing but death. And so the two begin to talk…

A QUIET ESCAPE

Light enters the tomb and the Prince suddenly realizes that Farah is gone. The lid to a sarcophagus has been moved and the Prince decides to take a chance. He drops into the open sarcophagus, only to get whisked away to a mystical spiraling staircase. Descend the stairs and pass through the doorway to the most magical room of all.

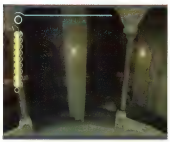


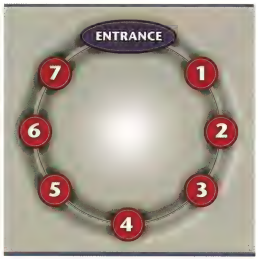
THE MAGICAL DOORS

The Prince emerges in a circular room with seven doorways leading out of it. He can hear Farah's voice calling to him, but she is nowhere to be seen. To find her, he must discover the correct doorway.

ONLY ONE SOLUTION

You must enter a series of specific doorways to advance to the second floor of this room. If you choose an incorrect door at any time, you will reappear at the main entrance to the room. Not only that, but you must start over again! Refer to the accompanying illustrations to see how both floors are designed and to follow along with the tips more easily.





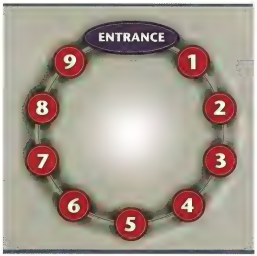
Walk through doorway number 4 to reappear outside doorway number 2.

Enter doorway number 7 to go to doorway number 5.

Walk through doorway number 3 to reappear outside doorway number 6.

Enter doorway number 1 to be whisked upstairs to the second floor of this magical room.

The second floor has nine doors in addition to the entrance. Although an incorrect choice doesn't result in a return to the lower floor, you must keep track of which door you're about to enter. It can get pretty confusing with so many identical doorways to choose from.



Enter doorway number 4 to go to doorway number 7.

Walk through doorway number 9 to transport to doorway number 1.

Enter doorway number 5 to find Farah.

The Prince finds Farah taking a bath and she immediately beckons for him to join her. The two have finally found some time to get to enjoy each other's company without the threat of Sand Creatures. The night is magical and full of romance.

FARAH COME BACK!

THE PRINCE'S PATH

1. Flee the Sand Creatures!

2. Use the mirrors to direct the light onto the symbol and lower the field around the sword.

3. Climb to the base of the Tower of Dawn.

4. Defeat the Sand Creatures atop the landing.

ENEMIES

Sand Creature w/Double-Bladed Halberd

Sand Creature w/Meat Hook

SAND CLOUDS

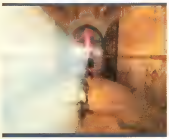
N/A

TRAPS

N/A

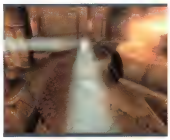
IN SEARCH OF A WEAPON

The Prince finds himself in the most precarious position of all—alone and unarmed in an unfamiliar area of the palace. If that wasn't bad enough, several Sand Creatures toting double-bladed halberds are approaching rapidly.



Flee the tomb through the hallway leading out of the room. Somersault past the Sand Creatures to avoid getting struck by them. Follow the beam of light being reflected into the cupola up ahead. The Sand Creatures end their pursuit once you head outside.

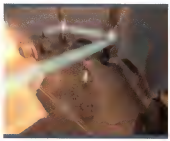
THE PUZZLING SWORD



The most powerful sword in the palace is resting on an altar in the center of this area, but it's protected by a lethal energy field. There are four mirrored pedestals, much like the ones in the Hall of Learning. You must maneuver them into place to reflect the beam of light onto the symbol opposite the door. There are four dark spots on the floor that show where the mirrors need to be placed.

Head to the far side of the room, and slide the mirrors past one another toward the dark spots on the floor. With the Prince's back to the altar, the mirror that's facing away from the altar should be to the left, and the one facing the altar should be on the spot right in front of the symbol.

The two mirrors at the front of the room also need to be slid past one another. The mirror that reflects the light to the right needs to be moved directly in front of the door. Position the other mirror so that it sends the light into the reflective columns at the far side of the room. Adjust the mirrors so that the light comes through the doors, is directed to the right of the altar, and then into the sundial-like symbol.



Head up the ramp to the altar and take the mighty sword in hand. This sword is far more deadly than any of the other swords you've had the pleasure of swinging. Not only can this sword break through cracked walls and doors in a single swing, but it can also reduce any enemy to grains of sand with just one hit!

SCALING THE FOUNDATION

Use the new sword to break through the wooden doors, and step outside onto the balcony. You're now on the rocky foundation below the Tower of Dawn. You must climb up to the base and launch a full-scale ascent up the face of the Tower of Dawn.

Run along the wall, grab the first bar, and swing from bar to bar to reach the landing. You need to swing from the second lower bar to the nearby wall, then jump from the wall up to the bar above it.

NO DAGGER MEANS NO POWERS!

Farah was nice enough to leave her trinket with you so that you won't fall victim to the Sands of Time. But without the Dagger of Time, you can't perform any of the special abilities that have helped you get this far. Fortunately, the new sword is so deadly that it completely obliterates Sand Creatures with just one hit, making it impossible for them to come back for more.

SKIRMISH BELOW THE TOWER

When you reach the roof of the palace room sticking out from the rocks, you find yourself alone against 20 Sand Creatures. They have double-bladed halberds and meat hooks, but no weapon can compare to the Prince's new sword. Attack fast and furiously, and watch as the bodies fly. Not only does the sword spell instant death to all who taste its blade, but it even knocks the Sand Creatures through the air like rag dolls.

There's little the Sand Creatures can do to quell your sudden burst of offensive might. Enjoy the slaughter, and visit the Sand Vortex when it's all over.

CLIMBING THE TOWER OF DAWN

THE PRINCE'S PATH

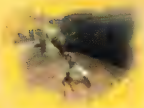
1. Climb up to the surface of the bridge.

5. Complete the climb to the top of the Tower of Dawn.

2. Defeat the Sand Creatures at the foot of the Tower of Dawn.

6. Defeat the last of the Sand Creatures at the top of the tower.

3. Begin the climb up the face of the Tower of Dawn.



4. Slay the Sand Creatures on the landing halfway up the Tower of Dawn.

ENEMIES

- Sand Bats
- Sand Creature w/Meat Hook
- Sand Creature w/Double-Bladed Halberd
- Sand Creature w/Sledgehammer
- Sand Creature w/Armor and Large Sword

TRAPS

N/A

SAND CLOUDS

N/A

OUT FROM UNDER THE BRIDGE

The only logical place for Farah to go is back to the Hourglass inside the Tower of Dawn. And if that's where she's headed, that's where you must go too!

You begin your ascent of the tower from below the large bridge that you and Farah crossed earlier. Too bad you won't be taking the elevator this time around.

1. Run up the rock face and grab the wooden beam. Shimmy along the beam to the left, and climb from beam to beam to reach the grassy ledge above. Stop and drink from the fountain to replenish your Life Bar.

2. Run up the wall near the broken post, and leap out over the cliff for the wooden supports hanging down from below the bridge.

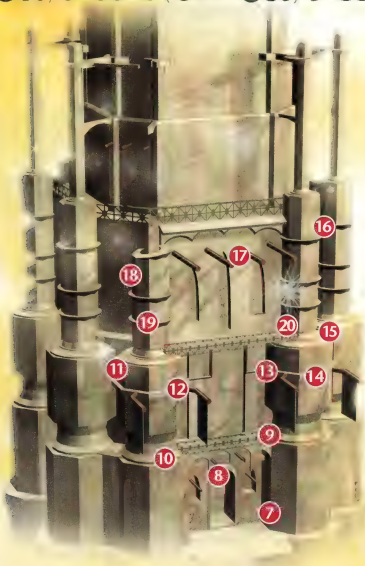
3. Leap from the beam to the bar hanging out over the chasm. Once you're on the bar, slide hand over hand to the left as far as you can go. Then swing across to the single beam sticking out above the doorway on the far side.

4. Use the sword to fight off the Sand Bats that attack, then carefully drop down onto the platform below the beam.

5. Head through the doorway, run along the wall on the left, then leap to the right. Jump back and forth until you're firmly atop the ledge on the right.

6. Continue jumping back and forth between the slabs of rock to reach the surface of the bridge. Once you're atop the bridge, you see Farah disappear through a crack in the front of the Tower of Dawn.

You encounter a number of Sand Creatures outside the entrance to the tower. This battle is no different than the massacre under the bridge minutes ago. Swing the sword like crazy, and don't stop until you're the only one still on two feet!



7 Run up the wall to the right of the door, and leap onto the bar. Turn around, swing back toward the wall, then swing onto the beam above the bar.

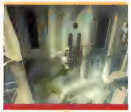
8 Leap across to the beam above the green banner on the left, tiptoe along the ledge to the left, and leap onto the stone column.

9 Jump from the column on the left to the one on the right. Then leap to the front wall of the tower, off the wall, and onto the ledge above the column.

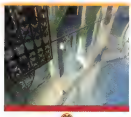
10 Head to the left, and begin sidling along the ledge where the tower's façade has cracked and fallen away. Slay the Sand Bats that swoop in, and continue around the side of the palace.

11 Continue around the side of the tower, and slip into the narrow space between the two large spires. Jump back and forth between the two walls until you're on the ledge to the right.

12 Sidle along the ledge on the right onto the kinked beams that support the large green banners. Defeat the Sand Bats, then jump across to the second beam. Tiptoe around to the front of the tower.



13 Drop from the wooden beam onto the bar that extends across the front of the tower. Move hand over hand to the right, swing from the bar to the tower wall, then swing onto the wooden beam overhead. Be prepared for more Sand Bats.



14 Head to the right around the side of the tower, and step out onto the beam supporting the first green banner. Hop over to the other beam, and continue to tiptoe around the side of the palace.

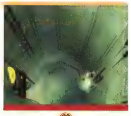
15 Enter the narrow space between the two large spires. Jump back and forth between the two walls until you're in a hanging position on the right-hand ledge. Shimmy around the front of the right-hand ledge to the flat section.

16 Climb the side of the right-hand spire by pulling up onto each ledge and then jumping to grab the one above it. Hop across to the left, and begin negotiating the ledges on that spire to move back around to the front of the tower. Be ready for some sections of the ledge to break away.

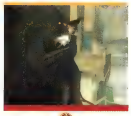
17 Climb onto the upper ledge, and leap for the first of the flagpoles. Swing from pole to pole to cross the front of the tower. Leap from the final flagpole to the ledge of the hollowed-out column on the far left.

18 Shimmy along the outer edge of the column to the far side, where it faces a nearby wall. Jump back and forth between the two walls to descend to the doorway at the base of the column.

20 Climb the ladder beyond the door, and jump across to the other ladder. Slay the Sand Bats that attack, and continue climbing the various ladders to reach the upper landing outside the Tower of Dawn.

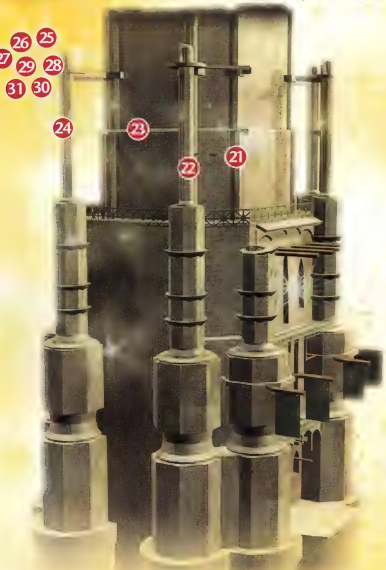


19 Step on the yellow switch inside the hollow column, and run across the front wall of the tower to go through the open gate on the opposite side.



When you step off the circular column, you encounter nearly 30 Sand Creatures armed with double-bladed halberds and sledgehammers. Be prepared for a slightly tougher fight than the one by the bridge. Attack swiftly, and stay on the move at all times to keep from being surrounded.

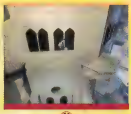
Head to the right to find a fountain, then climb the rubble on the left to reach the next Sand Vortex.



21 Run up the wall to the right of the Sand Vortex to reach the tall wooden post. Climb the post and leap onto the bar. Swing from bar to bar until you reach the lengthy L-shaped bar. Your weight on the middle bar causes it to pull free from the side of the tower, resulting in some necessary handholds on the face of the wall.

22 Shimmy around to the side of the bar facing the wall, and swing across to the fractured area where the bar fell. Climb to the upper ledge in this fractured area, and leap from the wall onto the beam running between the two arches.

23 Tiptoe across the beam to the ledge near the tower wall on the left. Run along the side of the tower to the second ledge and then onward to the third ledge.

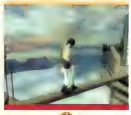


24 Leave the ledge and balance across the beam leading to the fractured column.

25 Tiptoe out onto the fractured edge of the column, then turn and leap into the column. Quickly jump back and forth inside the column to climb up to the landing above.

26 Cross the walkway, then run along the wall to the left to reach the next ledge. Walk out toward the cupola at the end of the landing. Kill the Sand Bats that attack.

27 Cross to the other cupola via the wooden plank bridging the enormous gap between the two. Slice up another batch of Sand Bats.

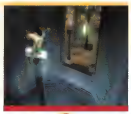


28 Run along the wall to the ledge on the left. From there, run across the wall to the left again, but now leap for the column hanging down from above.

29 Climb the column to the very top, and leap onto the green roof. Climb the pole atop this spire, and jump across to the bar near the flags.

30 Swing from the bar up onto the ledge. Run across the wall to the right of this ledge, and leap for the ladder hanging down from above.

31 Climb the ladder, leap to the pole inside the column, then leap into the room. Farah is in trouble, and your arrival isn't a moment too soon!



SPOILER FREE ENDING

Is this how the story ends? Do Farah and the Prince live happily ever after? Do the Sands of Time ever return to the Hourglass? If you want to know how this legendary tale ends, you'll have to play through to the ending. Your efforts will not go unrewarded.

ALL SAND CREATURES MUST DIE!

The Sand Creatures still lumbering around the tower are going to pay, especially since you have the Dagger of Time again. These larger Sand Creatures with armor and swords can block many of the Prince's standard attacks and virtually all of his vaulting attacks, so be sure to rely on wall rebound attacks when possible.

Now that you have the Dagger, you can concentrate on evading some of the Sand Creatures and watching as they knock each other to the ground with their ill-advised sword attacks. Rush forward to retrieve the sand after they've been knocked down. Stay on the move, and never allow yourself to get surrounded. Use the Power of Restraint to freeze any enemy that gets too close. Try to freeze a couple of enemies at once to give yourself time to get a drink from the fountain. Continue fighting until there's no one left to feel the edge of your sword.

The Vizier

THE PRINCE'S PATH

1. Defeat the Vizier.

ENEMIES

The Vizier

TRAPS

N/A

SAND CLOUDS

N/A

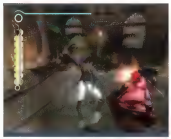
Final Fight

The story of how you came to be fighting the Vizier in Farah's palace bedroom is of no consequence. What matters now is that you must slay the Vizier in order to save many lives. Being a master of the arcane, the Vizier is not one to fight cleanly. Rather than square off against his opponent like a man, he instead chooses the cowardly path and summons clones of himself.

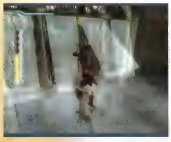
You must fight three clones of the Vizier, one at a time. Each one attacks solely with his staff and doesn't use any special powers. You need to stay on the defensive, though, because each Vizier clone can swing his staff very quickly. You need to block many of the incoming attacks, and the clones are too good on defense to be struck by a counterattack.

Your best chance for landing multiple sword strikes is to swing the sword right before the Vizier clone attacks. Cut him across the torso just as he's positioning his staff for a strike. If the clone glows pink after a hit, it landed cleanly.

Follow up each successful hit with a series of sword swings to weaken him quickly. Eventually the Vizier's clone leans on his staff as if he's in too much pain to continue. Strike the clone with a finishing blow.



Defeat the other two clones in the same manner. Once you've defeated all three, the Vizier is too weak to cast another spell. Rush to the window and finish him off once and for all.



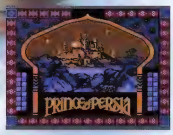
The Vizier tries to make a final stand, but he cannot summon the strength. You can soundly defeat him with just a couple more swings of the sword.

History of the Persian Prince

Prince of Persia: The Sands of Time is releasing fourteen years after the original *Prince of Persia* game. While a lot has changed over this time, the roots of the series have been left in tact. Each game has always starred a youthful Prince in ancient Persia who, for one reason or another, was forced to journey through a treacherous palace to save his true love. But while the premise for the games may have stayed relatively the same over time, each new installment introduced greater exploration, a more elaborate story, more cutthroat booby-traps, and an even better connection between the player and the Prince.

The *Prince of Persia* series no doubt conjures up a myriad of memories in the minds of older gamers. In their prime, these games were not only best sellers, but were also highly regarded for their remarkable animation and level design. Some things never change. One aspect of the series that has changed—for the better—is the way in which the Prince is controlled. Thanks to today's advanced game controllers and powerful graphics and physics engines, the player doesn't necessarily have to be a master of timing and precision to jump across a gap in the floor. Although some may scoff at the change, *Prince of Persia: The Sands of Time* is beyond a doubt the most accessible game in the series for this very reason alone. And, thanks to the Power of Rewind, even the occasional misstep can be undone!

The following sections describe several of the more popular entries in the *Prince of Persia* series over the years, a definite read for anyone looking to see how the game has evolved over the years. Although *Prince of Persia: The Sands of Time* is actually the fourth entry in the series, there were several remakes along the way, as well as additional games made for the handheld consoles. Continue reading to see what gaming with the Prince would be like if you were to use the Power of Rewind to travel back to the year 1989…



The title screen from the original Prince of Persia.

Prince of Persia, 1989

Screenshots taken from the Super Nintendo Entertainment System version of the game.

The original *Prince of Persia* told the tale of a young Prince who captured the heart of the Sultan's beautiful daughter and in so doing, found himself tossed into the palace dungeon so that a treacherous Vizier, Jaffar, could force her to marry him. The Prince begins the game with no sword and has only 60 minutes to escape the dungeon and rescue the princess before the Vizier either forces her to marry him or puts her to death.

Falling floor panels would leave the Prince in a precarious predicament.

Before he can fight, he must find a sword.

Potions could be used to recover lost health, but some had very special effects while others were poisonous. There was only one way to find out!

The fighting aspect was not quite what it is like today, consisting of little more than "attack" and "block" options.

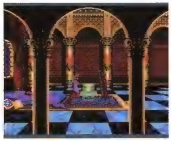
PRINCE OF PERSIA, 1992

Screenshots taken from the Super Nintendo Entertainment System version of the game.

Three years after the initial release, the game was given an overhaul and re-released on the Super Nintendo Entertainment System. The game featured some key refinements, including the addition of a helpful Training Mode and the inclusion of cinematics. Also, players had 120 minutes to complete the game instead of just 60. The most obvious change was the game's overall appearance. The larger color palette and greater power of the new console allowed for more detail in the level design and a much more vibrant overall appearance.

The Persian landscape always provided a beautiful backdrop for the game's action and adventure.

With her father away fighting a war, the Princess is helpless when the Vizier has his men throw the Prince into the dungeon.



The original hoserglass! The Vizier gave the Princess 120 minutes to decide whether to marry him or die.

The Prince has always been one of gaming's greatest athletes!

Watch out for the floor spikes and falling platforms!

Training Mode provided gamers with a chance to hone their skills.

PRINCE OF PERSIA II: THE SHADOW AND THE FLAME, 1993

Prince of Persia 2: The Shadow and the Flame introduced many new features to the series, not the least of which was a more complex story told by slideshow. As it turned out, the Sultan begrudgingly allowed the "Prince" from the original game to marry his daughter, thereby truly making him a Prince. One morning, the Prince enters the throne room and finds another by his wife's side—an impostor who happens to look just like him! The true Prince flees the scene as the guards begin to approach, making his way to a ship that is set to sail for a distant land. The Vizier has fooled the Princess and the Prince vows to enact his revenge.

The intriguing story was, of course, only one of the new additions to the game. The action was more furious than before and the Prince would have to prove to be a skilled swordsman to stand a chance at exposing the Vizier's wrongdoings. Additionally, magical swords, potions that flipped the level upside-down, and rotating floor panels and other booby-traps added to the excitement. *Prince of Persia* was a tough game. *Prince of Persia II: The Shadow and the Flame* was notoriously difficult.

PRINCE OF PERSIA 3D, 1999

The third installment in the series was not so much of an evolution as it was a revolution. The dramatic change from 2D to 3D added a lot of welcomed additions to the classic gameplay. Now the Prince could sidestep, perform feint moves during combat, and he could even swim, swing, and roll in any direction! *Prince of Persia 3D* also added a variety of new weapons including a staff, several swords, and even a bow and arrow!

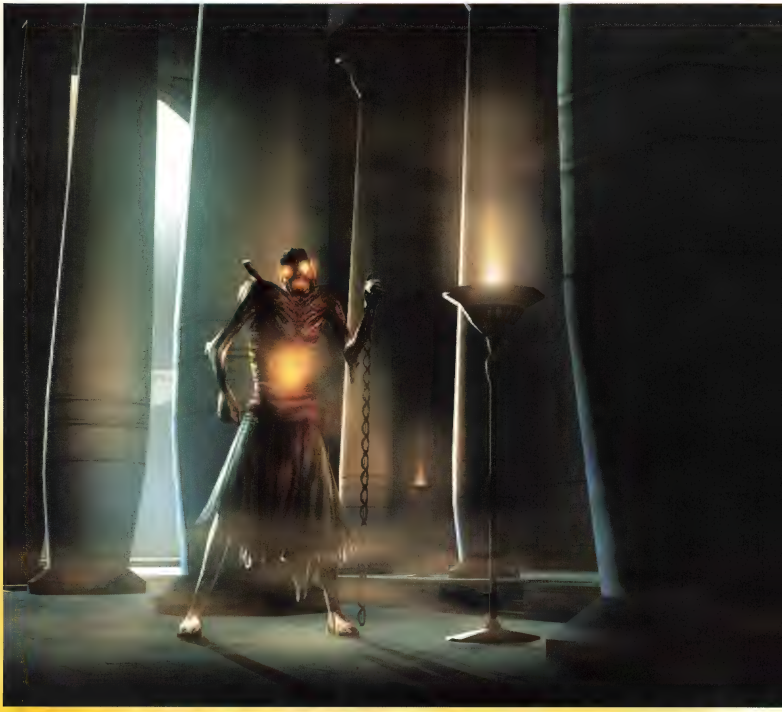
Prince of Persia 3D also contained the most sophisticated storyline as well. A foreign king had invited the Sultan and his daughter to come for a visit. Not about to let his bride travel to a distant land without him, the Prince agreed to make the trip as well. One night while at King Assan's palace, the women were sent to their rooms while the men were invited to view a special performance deemed inappropriate for married women such as the Princess. Without warning, the Prince was attacked during the show and before he could muster a rebellion, he was thrown into the palace dungeon without his weapon. And so began yet another tale for this brave adventurer…

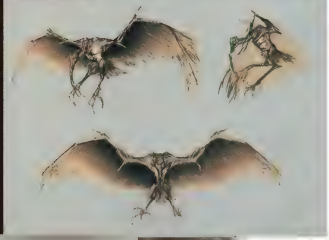
THE SANDS OF TIME REVEALED

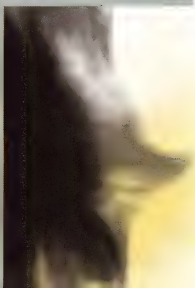
It takes a great deal of time and creativity to develop ideas and concepts that will embody the characters and environments that comprise a videogame. *Prince of Persia: The Sands of Time* is no exception. The creative minds behind this masterpiece have invested untold hours into creating a wonderful gaming experience for you to enjoy. That said, this section of the strategy guide showcases some of the artwork that was created for this incredible game. Enjoy!

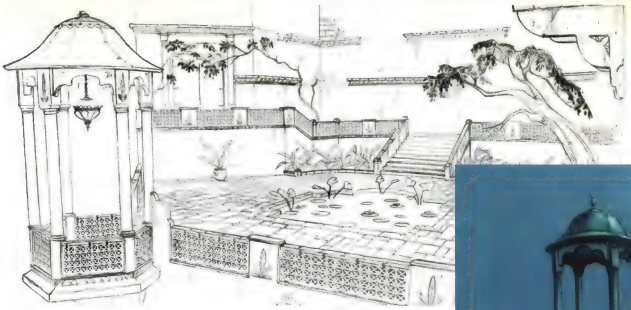
THE PRINCE

SAND CREATURES & OTHER CHARACTERS

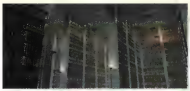


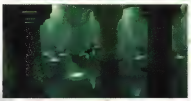


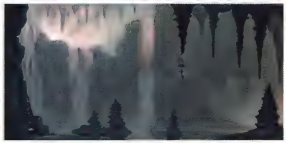




GAME ENVIRONMENTS







THE FINISHED PRODUCT

By Doug Walsh

©2004 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

BradyGAMES® Publishing

An Imprint of Pearson Education
800 East 96th Street, Third Floor
Indianapolis, Indiana 46240

©2003 Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia and Prince of Persia The Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO, and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board, and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (800) 771-3772 or visit esrb.org. For information regarding licensing issues, please call the ESA at (212) 779-4372. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of the books.

ISBN: 0-7440-0290-7

Library of Congress Catalog No.: 2003114106

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 03-1 shows that the first printing of the book occurred in 2003.

06 05 04 03 4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty: THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

BradyGAMES Staff

Publisher
DAVID WAYBRIGHT

Editor-In-Chief
H. LEIGH DAVIS

Marketing Manager
JANET ESHENOUR

Creative Director
ROBIN LASEK

Licensing Manager
MIKE DEGLER

Assistant Marketing Manager
SUSIE NIEMAN

Credits

Title Manager
TIM COX

Screenshot Editor
MICHAEL OWEN

Book Designer
CAROL STAMILE

Production Designers
WIL CRUZ
TRACY WEHMEYER
RENEE COSTELLO

Area Maps
ARGOSY PUBLISHING

Author Acknowlegements

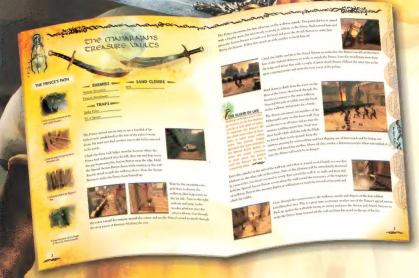
This book could not have been possible without the tremendous help and support of my editor, Tim Cox of BradyGames. His dedication to the project was invaluable. I also would like to thank Leigh Davis, Mike Degler, and Carol Stamile of BradyGames for their hard work and assistance. Last but not least, I want to give a special thank you to the crew at Ubisoft Montreal for creating one of the most enjoyable games of the year. I was hooked on this game the moment I saw it at E3 and it was a privilege for me to author this guidebook.

About the Author

Doug Walsh was born and raised in New Jersey and is a graduate of Lafayette College in Easton, PA with a degree in Geology. Although he now happily lives in the Seattle area with his wife and two dogs, he often longs for the great pizza and bagels of the northeast. *Prince of Persia: The Sands of Time* is the twenty-fifth guidebook that Doug has authored for BradyGames.

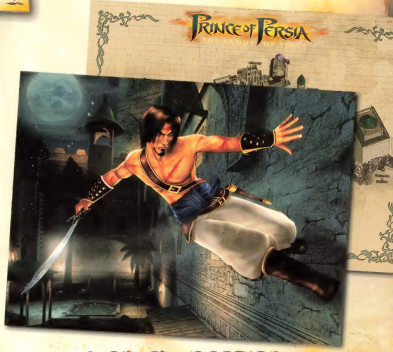
An Ancient Curse. A Fatal Mistake.

PRINCE OF PERSIA
THE SANDS OF TIME



AREA MAPS: These spectacular 3D maps provide an incredible perspective on an area.

COMPREHENSIVE WALKTHROUGH: Use every trick imaginable in the Prince's acrobatic arsenal to get through every area unscathed! Learn the best possible path around potentially dangerous traps!



EVERY ADVERSARY DISSECTED. Discover each Sand Creature's strengths and weaknesses. Discover which of the Prince's acrobatic moves spells doom for the enemies.

THE PRINCE OF PERSIA CHRONICLES. Learn about the history of the Prince of Persia franchise from its humble beginnings in 1989 to its present-day success.

BONUS CONTENT including character and enemy artwork!

2-SIDED POSTER

UBISOFT
www.ubisoft.com

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com

$14.99 USA / $21.99 CAN / £9.99 Net UK

ISBN 0-7440-0290-7

7 52073 00290 9

9 780744 002904 51499

©2003 Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia and Prince of Persia The Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment.

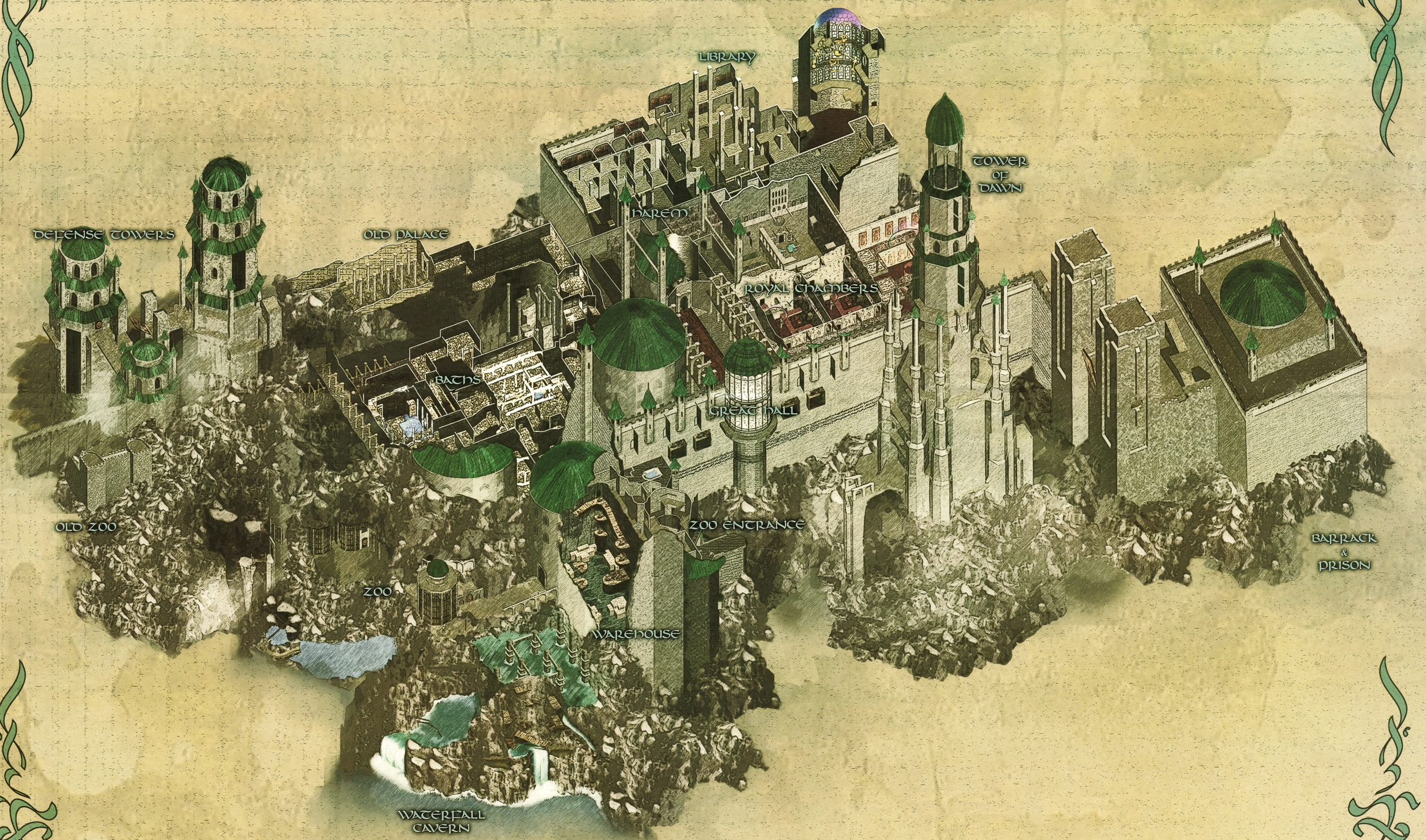
PRINCE OF PERSIA
THE SANDS OF TIME™

©2003 Ubisoft Entertainment. Based on Prince of Persia® created by Jordan Mechner. All Rights Reserved.
Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Prince of Persia and Prince of Persia The Sands of Time are trademarks of Jordan Mechner used under license by Ubisoft Entertainment.

BRADYGAMES®
TAKE YOUR GAME FURTHER

UBISOFT

Prince of Persia
The Sands of Time™



BRADYGAMES®
TAKE YOUR GAME FURTHER

UBISOFT

scanned & edited
by kitsunebi